Subject: Spawners
Posted by escelade3 on Tue, 22 Aug 2006 16:46:11 GMT
View Forum Message <> Reply to Message

I was wondering how I could get Nod to spawn as Sakuras and GDI to spawn as Havoc.

I've heard I need to use a script some how, I've also heard about having to use a daves arrow, but i'm not sure exactly what to do. If anyones knows how it would be a big help.

Subject: Re: Spawners
Posted by LR01 on Tue, 22 Aug 2006 18:23:58 GMT
View Forum Message <> Reply to Message

SSAOW 1.5?

http://black-cell.net/?page=ssmods

Subject: Re: Spawners
Posted by escelade3 on Wed, 23 Aug 2006 01:56:30 GMT
View Forum Message <> Reply to Message

LR01 wrote on Tue, 22 August 2006 14:23SSAOW 1.5?

http://black-cell.net/?page=ssmods

I don't get it.

Subject: Re: Spawners
Posted by Kamuix on Wed, 23 Aug 2006 02:56:25 GMT
View Forum Message <> Reply to Message

Put a script zone underneith the Spawner and Attach JFW_Character_Buy

Subject: Re: Spawners
Posted by escelade3 on Wed, 23 Aug 2006 03:14:23 GMT
View Forum Message <> Reply to Message

What do i put the script on the spawner or the script zone?

I tried adding the script to the zone but LE crashes whenever i do that.

Subject: Re: Spawners
Posted by Kamuix on Wed, 23 Aug 2006 04:17:50 GMT
View Forum Message <> Reply to Message

Au, i'm not sure why it would crash when you try to attach a script to it, check the scripts you have in your mod folder, and if there is one in there.

Subject: Re: Spawners
Posted by nopol10 on Wed, 23 Aug 2006 10:07:53 GMT
View Forum Message <> Reply to Message

There's a script JFW_Change_Spawn or something like that that changes your starting character to the one you want automatically. It is team-dependant so it works.

Subject: Re: Spawners
Posted by Veyrdite on Sun, 27 Aug 2006 00:59:17 GMT
View Forum Message <> Reply to Message

i think you can take a script from the single player levels (you can download them) but that would only be havoc.

in the spawners menu there should be renegade spawners some where that are havocs- but i havent got a clue what they do.

you could also edit the starter by modifing a script in global settings menu in level editor-its user friendly, even i can use it (lol)oh, and once you have modded it you have to make it on your map for it too work, i reccomend you save it differently when you mod those scripts as once you have made them there invisible, so you cant delete them and make a new one.
this is how people modify what you can buy in some levels.

Subject: Re: Spawners
Posted by LR01 on Sun, 27 Aug 2006 09:11:31 GMT
View Forum Message <> Reply to Message

are you working serversided?

Subject: Re: Spawners
Posted by escelade3 on Sun, 27 Aug 2006 13:42:48 GMT
View Forum Message <> Reply to Message

no i'm not working server side just a .mix

doesn't you need to use JFW_change_spawn_character on a daves arrow?