Subject: Higher/faster without PCT?
Posted by DL60 on Sat, 24 Mar 2007 17:48:11 GMT
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I think most of you know C&C_Mars where you have low grav (new temp-spawners and soldierpresets for it with modified gravscale). The problem is that you have that "low grav" only when you buy a new soldier after spawning.

The soldiers I created have to walk faster and jump higher for a faster gameplay in my map. The thing is that my map is going to be a deathmatchmap without any PCTs. Is it possible that my soldiers can have the improved walkspeed/jumpvelocity after spawning and without using a PCT?

Subject: Re: Higher/faster without PCT?
Posted by Sn1per74* on Sat, 24 Mar 2007 18:05:06 GMT
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Maybe put a JFW_Character_buy under the soldier's spawn, so he will change character when he spawns?

Subject: Re: Higher/faster without PCT?
Posted by Viking on Sat, 24 Mar 2007 18:14:22 GMT
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Cant you change what character you spawn as?

Subject: Re: Higher/faster without PCT?
Posted by Zion on Sat, 24 Mar 2007 20:32:35 GMT
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Change the setting of the player preset or yeah, JFW_Character_Buy will work the same say.

Subject: Re: Higher/faster without PCT?
Posted by Whitedragon on Sat, 24 Mar 2007 21:24:39 GMT
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Use JFW_Change_Spawn_Character.

Subject: Re: Higher/faster without PCT?
Posted by Crow3333 on Sun, 25 Mar 2007 12:35:52 GMT
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You will always spawn as Nod_Minigunner or GDI_Minnigunner, much as I know . You can just edit these values. Else use the script JFW_Change_Spawn_Character like Whitedragon said. (oh yes and Deathlink I know you from chronowar, remember?)

Subject: Re: Higher/faster without PCT?
Posted by DL60 on Sun, 25 Mar 2007 15:17:35 GMT
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You unterstand something wrong:
I made a new temp-start-spawner and new temp-soldierpreset for it with already edited values.

The problem is you can spawn with the edited soldierpreset but it hasn't its changed values (I don't know why). Only when you buy this new soldierpreset at a PCT you will have the changed values active. (that is the problem @ C&C_Mars)

So I think I have to try the script.

Thank you all for help.

@Crow3333: Yeah I was a member of the chronowar-modteam.

Subject: Re: Higher/faster without PCT?
Posted by Jerad2142 on Mon, 26 Mar 2007 02:39:28 GMT
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One of the best possible ways of doing it is with bounce and buy zones.

Subject: Re: Higher/faster without PCT?
Posted by Whitedragon on Mon, 26 Mar 2007 02:52:54 GMT
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