Subject: I don't get it
Posted by N1warhead on Tue, 13 Nov 2012 20:01:18 GMT

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Okay I am getting fed up with this new version of Level Edit.
I can't find JonWils version anywhere on the forum, I've tried searching, google, etc.

I can not get anything to really even show up when I load the game. I make sure I TEMP everything I mess with. Spawners, Etc.

I make sure I save the level before I export as mix.

Example, I place GDI Spawner and NOD Spawner, and when I load the map up the character is in a whole different part of the map and is falling under the map. I know it's not my map, because I keep just using the original C&C Maps that are already on Level Edit just to keep doing trial and error to finally get something to work.

I can't get ANYTHING to work whatsoever except playing music on a map.

Like if I adjust the settings on the TEMPED model lets just say the CNC_Nod_Minigunner_0 or whatever it is called, if I temp it, lets say I make the Jump Height different (to jump higher) it don't do it, it plays as if the settings have never changed.

Can someone please help me with this, I know it's been 4 years sense I've modded renegade, but I swear I'm not forgetting anything.

I temp models, spawners, etc > save the map > Export the map. (tried the "") and without the "" (example "C&C_Whatever.mix"). Still no difference.

Subject: Re: I don't get it
Posted by zunnie on Tue, 13 Nov 2012 20:16:06 GMT

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You cannot modify the spawn char like that. You must temp it and then use a dave arrow on the map with JFW_Change_Spawn_Character on it.

For making a mix file see:
http://www.game-maps.org/index.php?/topic/228-video-creating-a-mix-file/

Subject: Re: I don't get it
Posted by N1warhead on Tue, 13 Nov 2012 21:15:20 GMT

i don't ever remember doing all that. I remember just temping and using. But ill try it. Does it matter where I put the daves arrow? or just place it on the map, and do I need to put a daves arrow for every spawn I make or is it good for all of them.

Subject: Re: I don't get it
Posted by danpaul88 on Tue, 13 Nov 2012 23:50:26 GMT

There's no need to temp things if you're just using them unmodified, just use the originals...

Subject: Re: I don't get it
Posted by N1warhead on Wed, 14 Nov 2012 01:24:45 GMT

danpaul88 wrote on Tue, 13 November 2012 16:50There's no need to temp things if you're just using them unmodified, just use the originals...

Ight thank you! Yeah i'm not really changing too much, just trying to do something lol.

Subject: Re: I don't get it
Posted by N1warhead on Wed, 14 Nov 2012 20:49:07 GMT

Okay I did that JFW script for changing spawn character, and it's still not doing anything.

Okay lets see what all I did.

Temped a model > Temped a Spawner > TEMPED a Daves Arrow > Selected the character model, changed the settings > NormSpeed = 25.000 > Changed GravScale = 0.010 > went to scripts > selected JFW_Change_Spawn_Character > tried different paramaters (not exactly sure what to put in it, tried it being blank as well > and everything is still the same.

I swear am I cursed? nothing works!

oh and doing a Daves Arrow, it doesn't let me modify things such as Jump Height.

Subject: Re: I don't get it
Posted by zunnie on Wed, 14 Nov 2012 21:45:26 GMT

JFW_Change_Spawn_Character (changes what characters players spawn as)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Character (the character to change to)
The character name to change to must not be longer than 24 characters (because thats the length of the memory area used to store the character name)

Should work i think :/

Edit: you may have to kill yourself once, or suicide. bug i believe.

Subject: Re: I don't get it
Posted by danpaul88 on Wed, 14 Nov 2012 22:27:41 GMT
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You don't need to temp the spawners at all.

You do this;

Use the stock spawners

Temp the infantry preset you want to spawn as, set it up as required

Temp a daves arrow, add the JFW_Change_Spawn_Character script twice, once for team 0 and once for team 1. The character parameter should be the name of your temp preset you want that team to spawn as.

Place ONE copy of the daves arrow on your map

Play

Subject: Re: I don't get it
Posted by danpaul88 on Wed, 14 Nov 2012 22:52:35 GMT
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Since this seems to cause a lot of confusion I have added some documentation for this script to the scripts.dll documentation.

JFW_Change_Spawn_Character Documentation

Subject: Re: I don't get it
Posted by N1warhead on Thu, 15 Nov 2012 00:13:23 GMT
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It still isn't working! Now I get an Internal Error and it keeps freezing game up and shuts it down. I'll make a quick video of what I am doing, (it may not work on game, but ill keep it running so u can see what happens!) give me a few moments.

Subject: Re: I don't get it
Posted by N1warhead on Thu, 15 Nov 2012 00:26:02 GMT
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I just looked and realized my script said JFW_Change_Spawn_Characher. I don't see one that says Character on it!!!!... But nevertheless I am still uploading video to my site so yall an look at it. Ill post Link here in a sec, its uploading now.

Here it is guys.

http://www.cncmodders.com/SpawnError.avi Sorry its kinda big for like a 2 min video. But please look at it guys! Unless you see my issue I wrote above this and no whats wrong.

Subject: Re: I don't get it
Posted by danpaul88 on Thu, 15 Nov 2012 12:13:25 GMT
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The Character parameter of the script should be an infantry preset, NOT a spawner preset. So something like CnC_GDI_Minigunner.