
Subject: Re: LE - Unteamed Spawner

Posted by [Kamuix](#) on Fri, 16 Dec 2005 20:05:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

For Unteamed I think the team number is -1 and -2.

Place a Renegade Spawner which is used for the team -1, -2. "Team2 1 -1"

For the team 2 which i think is Neutral, I dont think there are any spawners for it but something i do is put Teleporters on the 0,0,0 pos of the map so when they spawn they instantly get put where you want them.

People oftenly get stuck together when you place too many people of this team.

I do this all the time on my SSmaps, Its funny because i have a team set for jail in M06. So when someone does not follow the rules(or pisses me off lol) theres no need to kick or ban i just throw them in jail LOL!.

This is an older picture. But in my newer maps i have a Character buy script sitting underneath the Greyteam Spawn location To turn them into prisoners which match the team color. And their prisoners.

File Attachments

1) [untitled111.JPG](#), downloaded 585 times

