
Subject: Re: Changing character you spawn as.
Posted by [Kamuix](#) on Fri, 21 Apr 2006 01:05:16 GMT
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piotrkol1 wrote on Thu, 20 April 2006 20:54hey what if i only want to change how the nuetral units spawn as?

Theres a trick i use for this...Place the Renegade spawner's about 2-6 feet into the air, Place a Scriptzoneall Just below the bottom of the spawner's feet, Attach JFW_Character_buy onto it.

Than set cost to 0 and player type to -1 or -2 or whatever neutral team you're using....

You can actually create multiple teams this way server side..

By putting a ScriptZone under the 0,0,0 Pos of the map. Than attach the Team teleportzone script. Add a team that does not have a spawner. Example team 3 or 4 or 10 or 56 or -3 or -67 or-325123. So you can have as many different neutral team spawn points....But they will all be the Grey color.
