
Subject: Re: Nuetral

Posted by [Jerad2142](#) on Thu, 09 Nov 2006 23:04:48 GMT

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Actually you could, it would require a bit of scripting and some work but you could do it. Here's how it would work:

First create a few power up presets (The number that you want of spawner points).

Second attach the script "SUR_Timed_Death" for its settings put "1.00" "9999.00" and "BlamoKiller", then attach the script "KAK_Warp_On_Pickup" (Change its values for each spawn location), and the final script to attach is "JFW_Change_Character_Powerup" for its settings put the name of the charter you want to get when you spawn as neutral.

Third create a new power up spawner, set its spawn time to 0 random time to 0 and add all the new power up presets to its spawn list.

Fourth put the power up spawner at the center of your map (map position 0,0,0 X,Y,& Z values, because thats where neutral players start).

This will make it so when the neutral player starts he picks up the power up and is teleported to a random location, and it also will change his charter type. I have done this before, if you need more specific info I just ask.

Good Luck!
