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Subject: Re: Spawn\_Scriptzone?

Posted by [zunnie](#) on Fri, 20 Apr 2007 01:11:52 GMT

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bluethen wrote on Thu, 19 April 2007 17:14Neku wrote on Thu, 19 April 2007 16:09bluethen wrote on Thu, 19 April 2007 21:33I made a few beacon spawners, (Using the TFX\_Replace\_When\_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such. Yeah I know the script - I wrote it

You cannot use Create\_Object to create anything without physics (e.g. spawners) - it will crash the game.

My mod allows creation of spawners with Create\_Object btw

Are you trying to create a dummy object for attaching scripts to it?  
I just want to add a mere script zone spawner with beacons. Maybe I can have it spawn a ped that has the script zone attached. Is that possible? How?

So you want a scriptZONE that:

- Will create a beacon powerup at a specific location
- When that beacon powerup is picked up you want the beacon powerup to re-appear in x ammount of seconds?

\*edit\* NVM the below, i was edditing my post while you replied the one after this one. ignore this lol..

What you can do for example is:

Create a beaconsawner.

"Make" the beacon spawner on the map. Note this beaconsawnerID

"Make" a Dave\_Arrow somewhere on the map, note the ID of this arrow.  
Attach the script JFW\_Enable\_Spawner\_Custom on this Dave Arrow.  
Custom is the message to receive for enabling the spawner, for ex 777.  
As the ID enter the ID of the beaconsawner.

Attach the script M00\_Trigger\_Zone\_Entered\_RMV to a scriptzone\_star:

Start\_Now = 1

Receive\_Type = 3

Receive\_Param\_on = 1

Receive\_Param\_off = 0

Target\_ID = ID of the Dave Arrow

Send\_Type = 777  
Send\_Param = 1  
Min\_Delay = 1  
Max\_Delay = 1  
Trigger\_Count = (how much times you want to trigger it)  
Trggerer = (team to trigger on 0=nod,1=gdi,2=any)

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