Subject: Re: Need help finding a script
Posted by reborn on Mon, 09 Jul 2007 11:11:06 GMT

joe937465 wrote on Mon, 09 July 2007 03:04just open up the gdi and no start up spawners and choose the char u want instead if the gdi and nod soldier

No, that will not work on a start up spawner, especially the nuetral team start up spawner.

I'm afraid to say piotrkol1 that you are going to have to create a script that does "Commands->Set_Position(obj,NewPos);" where new position is declared as "Vector3 NewPos;", with NewPos defined already as the x,y,z (NewPos.X = (whatever);NewPos.Y = (whatever);NewPos.Z = (whatever);), then you would need to use the statement "Change_Character(sender,"mutant preset name here");, then grant them the weapon you want using this statement:
"Commands->Give_Powerup(obj/sender/whatever,pow_weapon_name,true);"

You are going to have to get this script attached to the player when you want them to be spawned as nuetral.

Also, if you are going to have allot of people spawning as nuetral at the same time you are going to have to make new pos kinda complex, perhaps turn it into an array with it choosing the new pos randomly, so people dont spawn inside eachother..