
Subject: Neutral Spawners

Posted by [Kamuix](#) on Wed, 21 Sep 2005 22:42:12 GMT

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In Leveledit, Where do i find a spawner that i can use for neutral players.

Subject: Re: Neutral Spawners

Posted by [JeepRubi](#) on Wed, 21 Sep 2005 22:47:40 GMT

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i dont think its possible to have neatrul players.

Subject: Re: Neutral Spawners

Posted by [Kamuix](#) on Wed, 21 Sep 2005 22:56:12 GMT

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i mean when you neutralize somone in online play, i want to make it so they start where i want them to not the maps 0,0,0 pos. I need a neutral spawner without editing the presets because this for is for a serverside map.

Subject: Re: Neutral Spawners

Posted by [JeepRubi](#) on Thu, 22 Sep 2005 01:17:55 GMT

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oooo i figurd it out

make another either gdi or nod and click the mod button. then go to settings or whatever its called and change the team to unteamed.

i havent tested it but it should work.

Subject: Re: Neutral Spawners

Posted by [bisen11](#) on Fri, 23 Sep 2005 01:03:34 GMT

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Jeep Rubi wrote on Wed, 21 September 2005 21:17oooo i figurd it out

make another either gdi or nod and click the mod button. then go to settings or whatever its called and change the team to unteamed.

i havent tested it but it should work.

In theory that would work for a map but I'm not sure server sided. I thought you couldn't add or temp anything on server sided. But then again maybe you can add spawners (shrugs). It's worth trying i suppose.

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Fri, 23 Sep 2005 01:50:10 GMT
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It wont, Unless i was to change the presets but if i did that since objects.aow wont work with the newer scripts i put in FDS, Everyone would get the 0 bug. I need to find an already existing spawner thats neutral, i looked for awhile i'm not sure there is one at all.

So in my maps i just throw a bunch of teleporters on the 0,0,0, pos, So that they teleport to where i wanted them spawned.:}

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Fri, 23 Sep 2005 01:54:17 GMT
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I set neutral to teleport to jail LOL now i dont have to kick people i can just throw them in jail.

File Attachments

1) [TT2.JPG](#), downloaded 704 times



Subject: Re: Neutral Spawners

Posted by [Jecht](#) on Fri, 23 Sep 2005 02:05:38 GMT

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thats funny.

Subject: Re: Neutral Spawners

Posted by [bisen11](#) on Fri, 23 Sep 2005 02:07:13 GMT

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Buckery wrote on Thu, 22 September 2005 21:54I set neutral to teleport to jail LOL now i dont

have to kick people i can just throw them in jail.

errrr.... so which method worked?

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Fri, 23 Sep 2005 02:13:49 GMT
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I placed a bunch of teleporters at the 0,0,0 position of map, So when they start they just teleport to where i wanted them. Sometimes people get stuck together though.

Subject: Re: Neutral Spawners
Posted by [YSLMuffins](#) on Fri, 23 Sep 2005 02:15:12 GMT
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Is there a way for the teleporter script to randomize the spawn point so that doesn't happen?

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Fri, 23 Sep 2005 02:44:35 GMT
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Now that i think about it. When using the teleport script what does the ID option mean, i never tried it. I was just thinking that maybe it means, What Player(Defined by ID) to teleport. Although player ID's change alot ingame so i'm not sure.

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Fri, 23 Sep 2005 02:50:07 GMT
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Nevermind it sais object ID. But i still dont know what it does.

Subject: Re: Neutral Spawners
Posted by [Jecht](#) on Fri, 23 Sep 2005 02:50:37 GMT
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Nodservnt used to neutralize me and stick me in the side of a mountain when we had a server.

I always thought it would be a cool idea to make a rabbit map with a special mod attached. Where Both teams still fight each other, but there are several spawn points(well spread out)

throughout the map. One person starts out neutralized and you get big points for bagging him, and normal points for killing a regular guy. Of course, this would be an infantry based mod. Me and my crazy ideas.

Subject: Re: Neutral Spawners
Posted by [xptek](#) on Fri, 23 Sep 2005 04:05:22 GMT
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Yes, however, "random" means the same thing could happen 10 times, and people will still end being stuck together.

Subject: Re: Neutral Spawners
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 04:13:11 GMT
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Drop them in air, that way when the next person comes thought the teleporter the last guy will be out of the way.

Subject: Re: Neutral Spawners
Posted by [Zion](#) on Thu, 06 Jul 2006 13:38:47 GMT
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Kamuix wrote on Thu, 22 September 2005 21:50Nevermind it sais object ID. But i still dont know what it does.

This method means than you can teleport to a object (a daves arrow or something) using it's ID instead of a position. This object will have to remain in the map otherwise the teleporter won't work.

I use teleporters for when i !Own someone and they originally spawn underground, this mean i can make them "spawn" were i want.

I've never understood what "renegade spawner" is for (not "commando spawner")? maybe that's for neutral players because in the missions their are neutral guys/gals like the servants and the first mates etc.

Subject: Re: Neutral Spawners
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 14:25:13 GMT
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Commando spawner is where you start in single player missions.

Subject: Re: Neutral Spawners
Posted by [Zion](#) on Thu, 06 Jul 2006 14:42:09 GMT
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Yes but Renegade Spawner? Maybe this could be the neutral spawner Kamuix is looking for?

Subject: Re: Neutral Spawners
Posted by [LR01](#) on Thu, 06 Jul 2006 16:42:15 GMT
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Well, as far as I know its where team -1 spawns(neutral).

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Thu, 06 Jul 2006 22:43:15 GMT
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Lol this was asked by me back in september, but yeah I have a good understanding of it now.
At that time I did not know that -1 or -2 were used as teams

Subject: Re: Neutral Spawners
Posted by [Nightma12](#) on Fri, 07 Jul 2006 18:28:33 GMT
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how exactly do you set spawnings for teams -1 + -2?

from what ive noticed, -2 is the same as -1, except that base defences dont shoot

Subject: Re: Neutral Spawners
Posted by [agent_CDE](#) on Fri, 07 Jul 2006 19:12:18 GMT
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Perhaps -1 is the team for hostile neutrals like visceroids, while -2 is for friendly neutrals, like civvies? Or are there other teams I'm missing?

Subject: Re: Neutral Spawners
Posted by [Mad Ivan](#) on Fri, 07 Jul 2006 19:32:05 GMT
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agent_CDE wrote on Fri, 07 July 2006 22:12 Perhaps -1 is the team for hostile neutrals like visceroids, while -2 is for friendly neutrals, like civvies? Or are there other teams I'm missing?

Hmmm...Mutant Team?

Subject: Re: Neutral Spawners
Posted by [Nightma12](#) on Fri, 07 Jul 2006 22:40:35 GMT
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yes.... but how the hell do you place the spawners?

the original westwoodmaps seem to ahve quitea few?

Subject: Re: Neutral Spawners
Posted by [Jerad2142](#) on Sat, 08 Jul 2006 02:28:29 GMT
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Actually Renegade has 5 teams Unteamed (Civilian), Mutant, Renegade (Against Everyone),Nod, and GDI.

Subject: Re: Neutral Spawners
Posted by [Kamuix](#) on Sat, 08 Jul 2006 03:17:26 GMT
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2 = The team Neutral
1 = The team GDI
0 = The team Nod
-1 = The team Renegade
-2 = The team Unteamed

Renegade spawners are used for teams -1 and -2. I wouldn't use -2 For a neutral team because they are allied with all other teams, However -1 is not
