Subject: Neutral Spawners
Posted by Kamuix on Wed, 21 Sep 2005 22:42:12 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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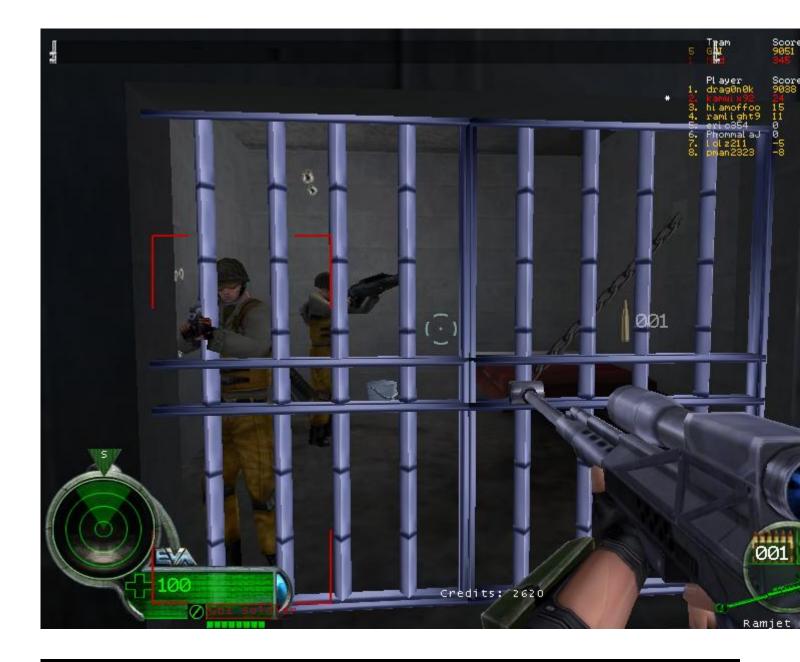
So in my maps i just throw a bunch of teleporters on the 0,0,0, pos, So that they teleport to where i wanted them spawned.:}

Subject: Re: Neutral Spawners
Posted by Kamuix on Fri, 23 Sep 2005 01:54:17 GMT
View Forum Message <> Reply to Message

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 549 times
```

Subject: Re: Neutral Spawners
Posted by Jecht on Fri, 23 Sep 2005 02:05:38 GMT
View Forum Message <> Reply to Message

thats funny.

Subject: Re: Neutral Spawners
Posted by bisen11 on Fri, 23 Sep 2005 02:07:13 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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. Somtimes people get stuck together though.

Subject: Re: Neutral Spawners
Posted by YSLMuffins on Fri, 23 Sep 2005 02:15:12 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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 !0wn 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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

agent_CDE wrote on Fri, 07 July 2006 22:12Perhaps -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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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 would'nt use -2 For a neutral team because they are allied with all other teams, However -1 is not