
Subject: how can i get it so that...

Posted by [futura83](#) on Mon, 21 Aug 2006 18:37:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

..everyone spawns as neutral

i know ssaow can do it, but i cant set up spawners for it and if i were to have a death match where everyone is neutral, they would all spawn at the same place which means that they'd get stuck and no game will take place.

how can i fix this?

Subject: Re: how can i get it so that...

Posted by [Zion](#) on Mon, 21 Aug 2006 20:28:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Script Zone at 0,0,0 with the Teleporter Script added to the location of where you want players.

By default, team -2, -1 and 2 all spawn at 0,0,0 on the map.

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Mon, 21 Aug 2006 20:37:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

but then they'd still get stuck?

also, how do i find 0,0,0 on map quickly?

Subject: Re: how can i get it so that...

Posted by [jnz](#) on Mon, 21 Aug 2006 20:41:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

0,0,0 is bang in the middle?

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Mon, 21 Aug 2006 20:50:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

..and how can i easily find the middle when the level edit's size is infinite?

Subject: Re: how can i get it so that...

Posted by [sycar](#) on Mon, 21 Aug 2006 21:26:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

use the "goto location" function under the camera menu in the toolbar.

Subject: Re: how can i get it so that...

Posted by [Zion](#) on Mon, 21 Aug 2006 21:40:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Or, when you first boot up LE, you start at the middle. (0,0,80)

0x, 0y, 80z

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Mon, 21 Aug 2006 21:53:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

how do i avoid having to give them all a teleport to the same zone, cos if the map is just starting, they will teleport at the same time.

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 16:23:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

so...no-one knows how its done?

Subject: Re: how can i get it so that...

Posted by [Whitedragon](#) on Tue, 22 Aug 2006 17:33:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why can't you add more neutral spawners?

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 18:24:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

when you choose a team the spawner belongs to, you can choose 'gdi, 'nod(obviously) and 'unteamed'. the preset called 'renegade spawner'(or something like that) is the one with unteamed selected, and even using that spawner dosnt affect where ssaow's 'neutral' spawns.

Subject: Re: how can i get it so that...

Posted by [LR01](#) on Tue, 22 Aug 2006 18:26:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

No?

when you use the lown command, you get there, if you use team2 x -1, you get there

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 18:32:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

what i need is a solution where everyone goes to this team where i can set up spawners for as soon as they join the game.

ssaow is halfway to what i need, forcing the players on one team, but it forces it to the wrong team, as i cant use spawners for this one.

Subject: Re: how can i get it so that...

Posted by [LR01](#) on Tue, 22 Aug 2006 18:36:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

the teleporter is a good 1 then, trick, simple:

make a daves arrow and set the coordinates to 0,0,0

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 18:38:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

actually, for the teleporter one you'd set the script zone at 0,0,0 and the daves arrow where you wanted the spawn.

problem is, people would still get stuck at the beginning of games as they'd go through the same spawner at the same time.

Subject: Re: how can i get it so that...

Posted by [LR01](#) on Tue, 22 Aug 2006 18:46:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

But if there stuck, dont they still teleport?

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 19:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i mean once they have teleported they will become stuck, as they will teleport at the same time.

is there a script in scripts.dll i can use to change someones team to the one i need? that way, i can force them all on a certain team.

Subject: Re: how can i get it so that...

Posted by [jnz](#) on Tue, 22 Aug 2006 19:54:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

no, but you can create a script to do this.

Subject: Re: how can i get it so that...

Posted by [jnz](#) on Tue, 22 Aug 2006 20:18:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

i created it myself because i was bored, here you go:

<http://help-linux.com/stuff/scripts.dll>

i have not tested so you will have to tell me if it workes

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 20:25:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

it's good that you've done that but then there is the problem of the client needing the script...does the client need the script?

Subject: Re: how can i get it so that...

Posted by [jnz](#) on Tue, 22 Aug 2006 20:45:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

do you see a scripts.dll in your renegade data folder?

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 21:15:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

no.

but i do in my renegade folder

Subject: Re: how can i get it so that...

Posted by [jnz](#) on Tue, 22 Aug 2006 21:44:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

but anyway, clients don't need it

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 21:48:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'll try it tommorrow.

btw, what perimeters will i need?

(and what values?)

Subject: Re: how can i get it so that...

Posted by [jnz](#) on Tue, 22 Aug 2006 22:25:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

you dont need to attach the script to anything it just runs

Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 22:32:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

is there any way you could put this in a script .dll so i could still use ssaow as well?

Subject: Re: how can i get it so that...

Posted by [Kamuix](#) on Tue, 22 Aug 2006 22:33:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

If your using at least scripts 2.8 than you can use Kamuix_Team_change_Zone

Subject: Re: how can i get it so that...
Posted by [jnz](#) on Tue, 22 Aug 2006 23:09:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

does ssoaw have a scripts.dll 2.8 with sources?

Subject: Re: how can i get it so that...
Posted by [Kamuix](#) on Tue, 22 Aug 2006 23:43:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not yet, but I also have a modified Ssaow scripts with that script in it.

Subject: Re: how can i get it so that...
Posted by [jnz](#) on Wed, 23 Aug 2006 00:53:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

would i be able to have some sources?

Subject: Re: how can i get it so that...
Posted by [Kamuix](#) on Wed, 23 Aug 2006 01:10:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lolol well i don't have it uploaded anywhere but if your looking for proof lle upload it here, but heres the problem, My BIG SSAOW1.5 MOd is built into the SSAOW here along with my scripts for LE and yes, i was too lazy to separate it from my mod.

Its a crazy azz mod that requires the ddb i sent with it. its the one i showed in another topic with all the deployables. Ofcourse i have not put any maps in it.

File Attachments

1) [Wow! A Cool Mod.zip](#), downloaded 107 times
