Subject: how can i get it so that...
Posted by futura83 on Mon, 21 Aug 2006 18:37:29 GMT
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..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
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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
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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
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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
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..and how can i easily find the middle when the level edit's size in infinite?

Subject: Re: how can i get it so that...
Posted by sycar on Mon, 21 Aug 2006 21:26:35 GMT
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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
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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
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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
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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
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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
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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
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No?
when you use the !own 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
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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
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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
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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
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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
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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
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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
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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
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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
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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

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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

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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

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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

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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

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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

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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
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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
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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
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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
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Lolol well i don't have it uploaded anywhere but if your looking for proof Ile 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 80 times