Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Tue, 14 Jan 2003 02:15:00 GMT
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Does anyone know how to change the spawner preset so you spawn as a different soilder preset. it never seems to work. you only spawn as the default infantry   I'm creating mix files does that effect it in any way?Cheers

Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Tue, 14 Jan 2003 07:42:00 GMT
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Has anyone got any idea on this??? is it possible??

Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Tue, 14 Jan 2003 08:07:00 GMT
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I asked this a long time ago and as I understand it, you cant change the spawn type but can make it so you spawn with certin weapons.

Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Tue, 14 Jan 2003 08:17:00 GMT
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yes you can... problem is, it requires making a new or renaming a current c_ag_*.w3d to c_ag_nod_mg.w3d and c_ag_gdi_mg.w3di did this with some custom startup spawners before, worked pretty good...i suggest using jonathan wilson's w3d toolhttp://sourceforge.net/projects/rentools/hope that helps a lil.

Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Tue, 14 Jan 2003 08:53:00 GMT
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Really? I've tried several times to have it spawn as a standard infantry with modified stats, but it never seems to work. This is why I am going to have to release my map as a mod package. Can you elaborate, Dante, or do you have to use the default stats?

Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Fri, 17 Jan 2003 10:05:00 GMT

Hmmmmm ive looked at that W3D tool and from what i gather your telling me to script wright??? last time i checked my C++ was at a very basic level.All i really need to do is change the points value (when killed) and weapon of the standard soider spawn. can this be done in the commando level editor by creating a 'temp' of the relivant soilder stats and linking them to the spawner? again i'm making a .mixDeafwasp, can you elaborate on what you said?Cheers

Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Fri, 17 Jan 2003 13:44:00 GMT

oh...well in that case...i thought you meant the model   for the stats, temp it, name it EXACTLY the same, and use that temp as the spawners on your map... "should" work