Subject: Choosing Spawn Points...
Posted by nopol10 on Fri, 05 Jan 2007 10:53:34 GMT
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I don't know if this is possible but maybe a script could be created to allow players to choose their spawn points from enabled spawners. An image of the map could be loaded into a dialog box and markers can be placed over the image where the spawn points are. This could help with maps like Roleplay 2 and any many others.

Subject: Re: Choosing Spawn Points...
Posted by Jerad2142 on Fri, 05 Jan 2007 14:09:29 GMT
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Not yet, but possibly later. But what you could do is make a script that if you pressed a number key with in one second of your spawning (Or something like that) it would teleport you to a corresponding location.

Subject: Re: Choosing Spawn Points...
Posted by Canadacdn on Fri, 05 Jan 2007 23:28:34 GMT
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Or you could just spawn on a picture of the map and you would walk to marked areas on the map to teleport there. I was considering this for Roleplay 2.

Subject: Re: Choosing Spawn Points...
Posted by Renx on Fri, 05 Jan 2007 23:59:05 GMT
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I'm sure it's entirely possible. What would be even easier is to just have have a dialog appear with a button for each building, and you click the button that corresponds to the building you'd like to spawn in. Or have all players spawn in some set place, then clicking the button warps them to the building.

Subject: Re: Choosing Spawn Points...
Posted by Veyrdite on Thu, 11 Jan 2007 07:52:44 GMT
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i am guessing shooting a certain place on a wall (set up with script zones) would be easier.
you dont need a new script, just make each team spawrn in their own room and have teleporters one one side marked with images.
by memory there is a teleport script that teleports people to more than one place incase 2 people teleport at once and get stuck, or dont move until another person gets stuck going through the

same teleporter.