Subject: LE Crash / AI Bots won't spawn
Posted by Cpo64 on Thu, 08 Feb 2007 21:49:39 GMT
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These are two problems I have been having since I reinstalled everything.
1. Go to edit Level Settings in level edit, and it crashes. This happens in both the EA version and johnwil's version.
2. AI bots won't spawn, specifically soldiers, if I place the soldier directly or use a spawner, they just don't show up when I load the map to test it. Vehicles work fine however... I can't figure out whats wrong, I have tried temping them even...

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Oblivion165 on Thu, 08 Feb 2007 21:50:57 GMT
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Well for the first one disable visual themes for leveledit.exe

The second one I'm sure i could figure out, just send me something i can look at.

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Cpo64 on Thu, 08 Feb 2007 22:05:29 GMT
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Yay, fixed that annoying crash.

As for sending something.. I'm not really sure what to send. I'm not doing anything special, as far as I remember all you had to do was click the solider/spawner and then click "make"

I have looked at the tutorials, and they haven't told me anything I didn't already do. Its like I'm missing something all together.

If there is something specifically you want to see, let me know

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Subject: Re: LE Crash / AI Bots won't spawn
Posted by Oblivion165 on Thu, 08 Feb 2007 22:32:50 GMT
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http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=13

My tutorial there will explain everything for bot setup.

EDIT: I thought you were already following the steps, no need to send anything.

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Cpo64 on Thu, 08 Feb 2007 22:42:07 GMT
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Yes, that process I am aware of, I have done that, and they don't show up when I load the map.

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by jnz on Thu, 08 Feb 2007 22:56:02 GMT
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i also have a problem like this, the multiplayer powerups EG: MP_Weapon_LaserRifle_Spawner
doesn't show up at all ingame :/

i tryed the tutorial on renhelp. and it makes the server crash. now i gotter redo the map :/

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Oblivion165 on Thu, 08 Feb 2007 23:40:55 GMT
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Oh this is not serverside, this is standard renegade mapping/modding.

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Cpo64 on Thu, 08 Feb 2007 23:45:15 GMT
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Oblivion165 wrote on Thu, 08 February 2007 18:40Oh this is not serverside, this is standard
renegade mapping/modding.
? Yes ?

---
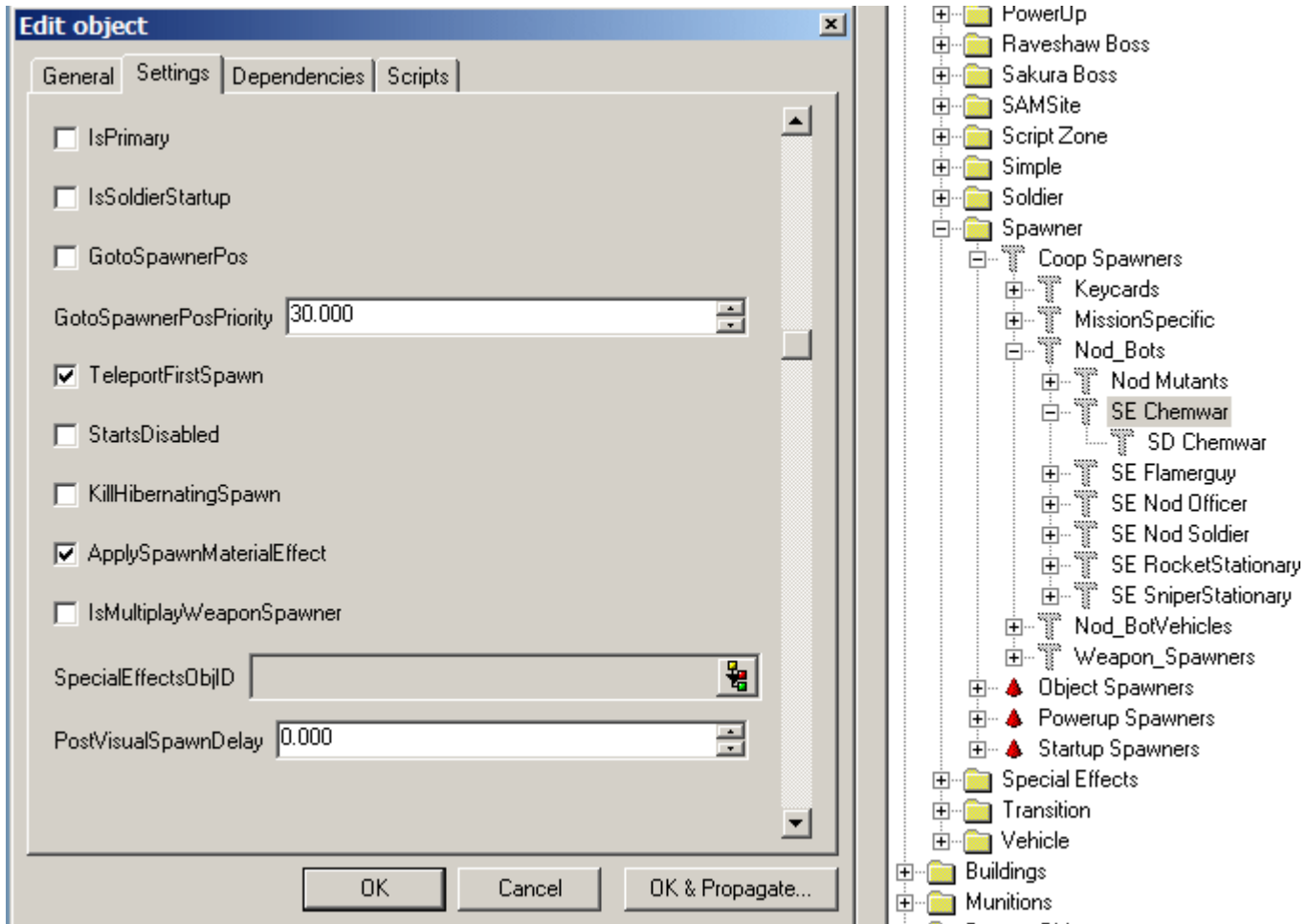
Subject: Re: LE Crash / AI Bots won't spawn
Posted by zunnie on Fri, 09 Feb 2007 00:10:33 GMT
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Under the spawner settings for the bot only these two options
must be checked (turned on):

TeleportFirstSpawn
ApplySpawnMaterialEffect

File Attachments
1) aibotsspawnerstemped.gif, downloaded 74 times

**Edit object** ✕

General | Settings | Dependencies | Scripts

☐ IsPrimary

☐ IsSoldierStartup

☐ GotoSpawnerPos

GotoSpawnerPosPriority `30.000`

☑ TeleportFirstSpawn

☐ StartsDisabled

☐ KillHibernatingSpawn

☑ ApplySpawnMaterialEffect

☐ IsMultiplayWeaponSpawner

SpecialEffectsObjID `[          ]`

PostVisualSpawnDelay `0.000`

[ OK ]   [ Cancel ]   [ OK & Propagate... ]

---

Tree view (right side):

- ⊞ 📁 PowerUp
- ⊞ 📁 Raveshaw Boss
- ⊞ 📁 Sakura Boss
- ⊞ 📁 SAMSite
- ⊞ 📁 Script Zone
- ⊞ 📁 Simple
- ⊞ 📁 Soldier
- ⊟ 📁 Spawner
  - ⊟ Coop Spawners
    - ⊞ Keycards
    - ⊞ MissionSpecific
    - ⊟ Nod_Bots
      - ⊞ Nod Mutants
      - ⊟ SE Chemwar
        - SD Chemwar
      - ⊞ SE Flamerguy
      - ⊞ SE Nod Officer
      - ⊞ SE Nod Soldier
      - ⊞ SE RocketStationary
      - ⊞ SE SniperStationary
    - ⊞ Nod_BotVehicles
    - ⊞ Weapon_Spawners
  - ⊞ Object Spawners
  - ⊞ Powerup Spawners
  - ⊞ Startup Spawners
- ⊞ 📁 Special Effects
- ⊞ 📁 Transition
- ⊞ 📁 Vehicle
- ⊞ 📁 Buildings
- ⊞ 📁 Munitions

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## Subject: Re: LE Crash / AI Bots won't spawn
Posted by Cpo64 on Fri, 09 Feb 2007 01:07:59 GMT
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They are checked

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## Subject: Re: LE Crash / AI Bots won't spawn
Posted by Veyrdite on Fri, 09 Feb 2007 05:53:19 GMT
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Same prob with me, but i have NEVER gotton bots to appear. Vehicles work though.

---

## Subject: Re: LE Crash / AI Bots won't spawn
Posted by jnz on Fri, 09 Feb 2007 07:48:09 GMT
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im doing it serverside :/

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Subject: Re: LE Crash / AI Bots won't spawn
Posted by jnz on Fri, 09 Feb 2007 12:10:43 GMT
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does anyone know why this crashes the server? all did was a tmp a spawner, and add the sniper rifle :/

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Urimas on Fri, 09 Feb 2007 12:23:03 GMT
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i can its easy all you do is go to spawner->object spwaners and temp the "Object Spwaners" heres a picture to show what i mean

http://img154.imageshack.us/img154/334/spawnerig4.png
then just add the soldier you want done!!!this works for me perfectly

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by jnz on Fri, 09 Feb 2007 12:50:08 GMT
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sorry im hijacking this:

dansp-47056-001.dsvr.co.uk/Stupid.avi

whats wrong?

---

Subject: Re: LE Crash / AI Bots won't spawn
Posted by Cpo64 on Fri, 09 Feb 2007 19:39:31 GMT
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huh.... worked that time >.>

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Subject: Re: LE Crash / AI Bots won't spawn
Posted by jnz on Fri, 09 Feb 2007 20:57:50 GMT
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if you look, it makes the server crash. nvm anyway. all i had to do was copy the ddb over as well. thanks for telling me.

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