
Subject: Spawn_Scriptzone?

Posted by [BlueThen](#) on Wed, 18 Apr 2007 22:26:01 GMT

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Is it possible to have a spawner that spawns a script zone? I want to spawn the spawner, which spawns a scriptzone, but the scriptzone disappears a second after the player spawns it (with beacon). Whenever I try to attempt this, ren crashes.

Subject: Re: Spawn_Scriptzone?

Posted by [Jerad2142](#) on Thu, 19 Apr 2007 14:07:31 GMT

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Okay what you will have to do is use "JFW_Attach_Script_On_Custom" and "JFW_Remove_Script_On_Custom" on the script zone, when the player spawns send a custom to the script zone (which has the attach and remove scripts applied). When this custom is received the script will be attached, and once the beacon or what ever is place the script will be removed. Any questions just ask.

Subject: Re: Spawn_Scriptzone?

Posted by [zunnie](#) on Thu, 19 Apr 2007 19:12:59 GMT

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Can you explain in more detail what you want to do ?
(Do what Jerad said btw, that will/should work too)

Subject: Re: Spawn_Scriptzone?

Posted by [BlueThen](#) on Thu, 19 Apr 2007 19:33:40 GMT

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I made a few beacon spawners, (Using the TFX_Replace_When_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such.

Subject: Re: Spawn_Scriptzone?

Posted by [Yrr](#) on Thu, 19 Apr 2007 21:09:22 GMT

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bluethen wrote on Thu, 19 April 2007 21:33I made a few beacon spawners, (Using the TFX_Replace_When_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such.

Yeah I know the script - I wrote it

You cannot use Create_Object to create anything without physics (e.g. spawners) - it will crash the game.

My mod allows creation of spawners with Create_Object btw

Are you trying to create a dummy object for attaching scripts to it?

Subject: Re: Spawn_Scriptzone?

Posted by [BlueThen](#) on Thu, 19 Apr 2007 21:14:35 GMT

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Neku wrote on Thu, 19 April 2007 16:09bluethen wrote on Thu, 19 April 2007 21:33I made a few beacon spawners, (Using the TFX_Replace_When_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such. Yeah I know the script - I wrote it

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I just want to add a mere script zone spawner with beacons. Maybe I can have it spawn a ped that has the script zone attached. Is that possible? How?

Subject: Re: Spawn_Scriptzone?

Posted by [zunnie](#) on Fri, 20 Apr 2007 01:11:52 GMT

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So you want a scriptZONE that:

- Will create a beacon powerup at a specific location
- When that beacon powerup is picked up you want the beacon powerup to re-appear in x amount of seconds?

edit NVM the below, i was edditing my post while you replied the one after this one. ignore this lol..

What you can do for example is:

Create a beaconsawner.

"Make" the beacon spawner on the map. Note this beaconsawnerID

"Make" a Dave_Arrow somewhere on the map, note the ID of this arrow.

Attach the script JFW_Enable_Spawner_Custom on this Dave Arrow.

Custom is the message to receive for enabling the spawner, for ex 777.

As the ID enter the ID of the beaconsawner.

Attach the script M00_Trigger_Zone_Entered_RMV to a scriptzone_star:

Start_Now = 1

Receive_Type = 3

Receive_Param_on = 1

Receive_Param_off = 0

Target_ID = ID of the Dave Arrow

Send_Type = 777

Send_Param = 1

Min_Delay = 1

Max_Delay = 1

Trigger_Count = (how much times you want to trigger it)

Trggerer = (team to trigger on 0=nod,1=gdi,2=any)

Subject: Re: Spawn_Scriptzone?

Posted by [BlueThen](#) on Fri, 20 Apr 2007 01:16:27 GMT

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zunnie wrote on Thu, 19 April 2007 20:11bluethen wrote on Thu, 19 April 2007 17:14Neku wrote on Thu, 19 April 2007 16:09bluethen wrote on Thu, 19 April 2007 21:33I made a few beacon spawners, (Using the TFX_Replace_When_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such.

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No. Just the opposite.

Edit:holmesQuite the contrary, my dear watson. I want the beacon to spawn the script zone, and for the script zone to die down in maybe one second and never come back. I already know how to get a beacon to spawn simple objects like airplanes and stuff.

Subject: Re: Spawn_Scriptzone?

Posted by [zunnie](#) on Fri, 20 Apr 2007 01:30:09 GMT

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```
Vector3 newzonepos;
newzonepos.X = 100.0f;
newzonepos.Y = 200.0f;
newzonepos.Z = 2.0f;
Vector3 newzoneposSizes;
newzoneposSizes.X = 5.0f;
newzoneposSizes.Y = 5.0f;
newzoneposSizes.Z = 4.0f;
OBBBoxClass newzoneposBox;
newzoneposBox.Center = newzoneposPos;
newzoneposBox.Extent = newzoneposSizes;
GameObject *newzoneZone = Create_Zone("script_zone_star",newzoneposBox);
Commands->Attach_Script(newzone,"script","blablparameters,parambla,bla");
```

This should work then i think using scripts.dll to do it..

Subject: Re: Spawn_Scriptzone?
Posted by [BlueThen](#) on Fri, 20 Apr 2007 01:34:04 GMT
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I'm new with c++. What do I do with this code?
