
Subject: AI spawners
Posted by [fatalcry](#) on Fri, 18 May 2007 13:09:24 GMT
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hi all,

I have resently been trying to set up AI spawners but everytime I start up renegade to test them out my game it crashes and shuts down. I can do dave arrow points easy but I would like to do spawners. So i was wondering if anyone could help me

PS. it does sometimes load the map up but the AI characters will not appear

Subject: Re: AI spawners
Posted by [Zion](#) on Fri, 18 May 2007 14:55:33 GMT
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Maybe a respawn script on the daves arrow?

Subject: Re: AI spawners
Posted by [Oblivion165](#) on Fri, 18 May 2007 15:42:18 GMT
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As long as its not serverside:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=13>

Subject: Re: AI spawners
Posted by [Jerad2142](#) on Fri, 18 May 2007 17:05:27 GMT
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Just try placing normal spawners onto the map that spawn the AI controlled bots, but you will have to make a new mix or pkg to do this.

Subject: Re: AI spawners
Posted by [fatalcry](#) on Fri, 18 May 2007 18:12:57 GMT
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right ive done both verisons dave arrow spawn and normal ai controled ones, it worked once with the normal ones then fooked itself up again i am getting close to solving it. thanx for the replies

Subject: Re: AI spawners
Posted by [fatalcry](#) on Sun, 20 May 2007 14:41:19 GMT
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right ok umm i can only get Nod minigunner type agg up and running fine anyone know why the others arent?

Edit: right ok i found what i was doing wrong i was not saving the current level just incase i screw it up whoops but you have to sorry about this post you may lock it now

Subject: Re: AI spawners
Posted by [Jerad2142](#) on Mon, 21 May 2007 14:07:09 GMT
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You're not just talking about the nod mini gunner just standing there, because the soldiers with AI are the ones named Normal_Name_Skirmish

Subject: Re: AI spawners
Posted by [fatalcry](#) on Mon, 21 May 2007 14:52:50 GMT
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ehhh didnt i say that i solved this problem *scratches head* well ill say it again, I solved the AI spawning now i just made a mistake thats all

Subject: Re: AI spawners
Posted by [Jerad2142](#) on Mon, 21 May 2007 17:45:22 GMT
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Well as you can see I posted that before you finished editing your post, so your little edit was not in existence yet. Also, mind telling what was wrong, that way if anyone else ever has a problem with it they can read up on it.

Subject: Re: AI spawners
Posted by [fatalcry](#) on Tue, 22 May 2007 08:01:11 GMT
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well the problem was very noobie lol I was only exporting the pkg and not updating the lsd (i think thats the files) which is done by "saving current file" so what i was doing was just saving the map and not saving the settings whoops

Hope that helps

Dont think it would because it was me being noobie

Subject: Re: AI spawners
Posted by [Zion](#) on Tue, 22 May 2007 10:51:47 GMT
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.lsd and .idd (that's an L).

Subject: Re: AI spawners
Posted by [fatalcry](#) on Tue, 22 May 2007 18:08:00 GMT
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Yeh thats what i ment sry

Subject: Re: AI spawners
Posted by [Jerad2142](#) on Wed, 23 May 2007 13:34:33 GMT
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actually if it was settings that you changed it would be the convoy.cdb and objects.ddb that were not saving. But I would not worry about it to much, because in the past I have noticed that if you save the presets, on occasion it will not export right and then you think that you are just changing the wrong thing, when in reality you will have to restart your computer before the export starts working right again.

Subject: Re: AI spawners
Posted by [fatalcry](#) on Wed, 13 Jun 2007 08:18:01 GMT
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anyways thanks for all the advise and stuff, but now i want to ask is there a way of doing mulitple waypathing for example you tell a tank to move forward fire a few shots then procceed to another waypath which goes right then fire a few more shots etc.

so its kind of like the daves arrows but it will always go to next one infront and works with SS of course, if this can be done plz say how

Tyvm

Fatal
