Subject: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 20:37:52 GMT
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how do i make 0wned pts work

i put unteamed pts and when people access them the server crashs

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Subject: Re: how do i make 0wned pts
Posted by Slave on Tue, 19 Jun 2007 20:42:34 GMT
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You shoot it in the back, run like a girl while giggling, and from behind a rock, start to flame and bash it with 1337 speak. On a scale from 1 to 10, that's considered pretty 0wned.

Either that, or you want terminals that function for both teams...

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 20:53:09 GMT
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no i want pts that can be used by the 0wned players

Subject: Re: how do i make 0wned pts
Posted by Slave on Tue, 19 Jun 2007 20:55:12 GMT
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Please explain what you mean by Own3d than. Neutral?

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 21:00:20 GMT
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the 0wned team the third team there nod then gdi then the 0wned team

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Subject: Re: how do i make 0wned pts
Posted by Xpert on Tue, 19 Jun 2007 21:04:26 GMT
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Which in real terms, is called Neutral. Nightma calls it 0wned in his Night Regulator bot. BUT IN

REALITY, it's called Neutral.

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 21:15:16 GMT
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yes it nuetal but when i make unteamed pt it crashes the server when anyone from any team accesses them

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Subject: Re: how do i make 0wned pts
Posted by Slave on Tue, 19 Jun 2007 21:18:28 GMT
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That's just because it links to nowhere, it's all empty. The game doesn't know what to do when someone pokes it, and crashes. You would have a bigger chance of success, by fixing a mutant terminal.

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 21:32:37 GMT
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how do i do that then

Subject: Re: how do i make 0wned pts
Posted by Slave on Tue, 19 Jun 2007 21:33:50 GMT
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I don't know, never did something like this before. In what context will it be used?

Subject: Re: how do i make 0wned pts
Posted by Canadacdn on Tue, 19 Jun 2007 21:33:50 GMT
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Actually, the 0wn3d team, or team -1 is the "Renegade" team, it is friendly to GDI and enemy to Nod, shows up blue on the radar and has a spawner in Leveledit.

Just thought you'd like to know.

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 21:35:19 GMT
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ok i at pct_zone_mutant
now do i set the player type to renegade i think that because
the renegade spawner is the nuetal team spawner
and i have been on 0wned team and my mines dont get set offf by gdi or nod

oh and i side question what would happen if i put a commando start spawner what could that be
used for

Subject: Re: how do i make 0wned pts
Posted by Canadacdn on Tue, 19 Jun 2007 21:35:58 GMT
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The pct_zone_mutant just crashes the game because it wasn't finished. It's pretty useless.

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 21:37:41 GMT
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so how do i make pt that can be used by the 3rd team

Subject: Re: how do i make 0wned pts
Posted by IronWarrior on Tue, 19 Jun 2007 21:42:52 GMT
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NFHAVOC wrote on Tue, 19 June 2007 16:37so how do i make pt that can be used by the 3rd
team

You cant.

Subject: Re: how do i make 0wned pts
Posted by NFHAVOC on Tue, 19 Jun 2007 21:53:42 GMT
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why

Subject: Re: how do i make 0wned pts
Posted by jnz on Tue, 19 Jun 2007 21:59:18 GMT
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Not supported by the engine. I know how to make it seem like you are, though. Make a script zone right under the PT. make the PT GDI or Nod. The script zone will change your team to the PTs team on enter and neutral on exit. You could also get it to change the charater model as well.