Subject: Neutral Team Spawners
Posted by songokuk on Wed, 27 Jun 2007 12:53:26 GMT
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How can i using a server side mod, Create spawners so if someone is changed to the neutral team they get spawned there? ive tried it in level edit and for some reason they still spawn in the middle of the map / under the map.

Any thoughts on this would be great.

Goku

Subject: Re: Neutral Team Spawners
Posted by Canadacdn on Wed, 27 Jun 2007 14:56:34 GMT
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Sadly, there is no neutral spawner, so what you have to do is make a script zone with TDA_Teleport_Zone on it (Only for team neutral, though!) in the middle of the map, which is 0,0,0. This way when someone is on neutral, they will teleport to a location you have specified.

Subject: Re: Neutral Team Spawners
Posted by Jerad2142 on Wed, 27 Jun 2007 14:59:35 GMT
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Neutral Spawners don't work. What you have to do is put a script zone at 0,0,0 that teleports you to a spot when entered.
Or if you want a random spawn, create a few power up presets that have "KAK_Warp_On_Pickup" attached to them each to a different location. Then create a spawner that has all these new power up presets in its list. Give it a very low respawn time (like 0) and place it at 0,0,0. This method works way better because even if two people start the game at the same time the chances of them getting stuck together are very small as only one person can pick up the power up, so only one person will go to that spot. Oh ya, make the spawner spawn -1.

Subject: Re: Neutral Team Spawners
Posted by reborn on Wed, 27 Jun 2007 15:51:43 GMT
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The effect of nuetral team spawners is possible, just not really with level edit.
If you are interested I will send you some code that you could port to a ssgm plug-in.

Subject: Re: Neutral Team Spawners
Posted by BlueThen on Wed, 27 Jun 2007 16:59:59 GMT

Is it possible to take a object spawner and turn it into a neutral spawner by checking 'IsPlayerStartup' and making it team 'Neutral'?

Subject: Re: Neutral Team Spawners
Posted by piotrkol1 on Wed, 27 Jun 2007 18:22:31 GMT

You can just use "Renegade spawner" as a nuetral spawner, it works for me serverside.