Subject: Need help finding a script
Posted by piotrkol1 on Mon, 09 Jul 2007 05:06:53 GMT
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Hey there just have a quick question about a script. I am trying to mod the nuetral spawners on my serverside maps. Instead of spawning as the gdi soldier, I want them to spawn as a mutant with the chem sprayer. The problem is I dont know what the right script I'm looking for is called so I can't find it. I'm looking for the script that when you attach it to a script zone, you change characters, does anyone know what its called? Thanks!!!

Subject: Re: Need help finding a script
Posted by _SSnipe_ on Mon, 09 Jul 2007 07:04:17 GMT
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just open up the gdi and no start up spawners and choose the char u want instead if the gdi and nod soldier

Subject: Re: Need help finding a script
Posted by reborn on Mon, 09 Jul 2007 11:11:06 GMT
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joe937465 wrote on Mon, 09 July 2007 03:04just open up the gdi and no start up spawners and choose the char u want instead if the gdi and nod soldier

No, that will not work on a start up spawner, especially the nuetral team start up spawner.

I'm afraid to say piotrkol1 that you are going to have to create a script that does "Commands->Set_Position(obj,NewPos);" where new position is declared as "Vector3 NewPos;", with NewPos defined already as the x,y,z (NewPos.X = (whatever);NewPos.Y = (whatever);NewPos.Z = (whatever);), then you would need to use the statement "Change_Character(sender,"mutant preset name here");, then grant them the weapon you want using this statement:
"Commands->Give_Powerup(obj/sender/whatever,pow_weapon_name,true);"

You are going to have to get this script attached to the player when you want them to be spawned as nuetral.

Also, if you are going to have allot of people spawning as nuetral at the same time you are going to have to make new pos kinda complex, perhaps turn it into an array with it choosing the new pos randomly, so people dont spawn inside eachother..

Subject: Re: Need help finding a script
Posted by _SSnipe_ on Mon, 09 Jul 2007 11:54:42 GMT

well piotrkol1 this is just me but im guessing u have a diffrent location per map?

so reborn maybe can help make new locations per map>? im guessing

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Subject: Re: Need help finding a script
Posted by jnz on Mon, 09 Jul 2007 14:19:22 GMT

```
Vector3 spawnpoints[100];
int nspawnpoints;
Vector3 lastspoint;
void MyScript::Created(GameObject *obj)
{
    if(Get_Team(Get_Player_ID(obj)) < 0)
    {
        int rand = Command->Get_Random_Int(0, nspawnpoints);
        while(spawnpoints[rand] != lastspoint)
        {
            rand = Command->Get_Random_Int(0, nspawnpoints);
        }
        lastspoint = spawnpoints[rand];
        Commands->Set_Position(obj, lastspoint);
    }

}
```

Remember, though, you need to do more than this. You need to get all the spawnpoints and make the header for the script.

Subject: Re: Need help finding a script
Posted by piotrkol1 on Mon, 09 Jul 2007 17:09:29 GMT

Oh boy maybe I should just give up on this now lol because I don't really have any expierience making my own scripts...You sure there isn't any current script that could somehow change what the nuetral spawn spawns likes?

Subject: Re: Need help finding a script
Posted by piotrkol1 on Mon, 09 Jul 2007 17:31:49 GMT

Ok well I tried attaching the script - JFW_Zone_Character to a script zone but when you become nuetral and spawn in the zone, a messages pops up saying you have purchased a disabled unit "Innate" or whatever its called. Anyone know if this can be changed? The preset I was using is CnC_Nod_Mutant_0_Mutant. The same thing happened when I attached JFW_Change_Character_Powerup to the spawners. So anyone know how to fix it so the unit is not disabled? Or maybe I'm using wrong preset?

Subject: Re: Need help finding a script
Posted by reborn on Mon, 09 Jul 2007 17:55:55 GMT
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In the ssgm.ini file there is a disabled list, there is an entry called "extras". Remove this entry.

Subject: Re: Need help finding a script
Posted by BlueThen on Mon, 09 Jul 2007 17:59:45 GMT
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Nevermind.