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Subject: Need Some ServerSide Questions

Posted by [\\_SSnipe\\_](#) on Thu, 29 May 2008 18:27:51 GMT

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1)how can i get vec bots to work?

i made a spawner and put the nod\_apc\_dec or w.e preset and attached the johnwill base defense script along with many other vechs and vech spanwers onto the spawner (also tried others) and placed it onto the map but every time my map plays the tank spawns then blows up and its like this will all the tank spawner bots...which is weird cause all infantry bots works fine

2)whats the best infantry attack script?

i think i tryed a few but yet they just stand there and shoot every other minute for like 1 second..and yet iv seen other servers have better ones

3)wat script can ppage a player when they destroy an object

4) also wat script can ppage the player when goin in a zone ONCE per player

5)how can i get engies bots to repair a hons mct i tryed the johnwils engineer target and such and tryed daves arrow i read up and searched the fourms tried it all

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Subject: Re: Need Some ServerSide Questions

Posted by [mr£Ä\\$Ä-z](#) on Fri, 30 May 2008 10:31:49 GMT

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\_dec is Decoration, use APC\_Player!!!

I dont have mucg time now, i will answer when im back home.

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Subject: Re: Need Some ServerSide Questions

Posted by [\\_SSnipe\\_](#) on Fri, 30 May 2008 13:54:52 GMT

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madrackz wrote on Fri, 30 May 2008 03:31\_dec is Decoration, use APC\_Player!!!

I dont have mucg time now, i will answer when im back home.

well some dec worked..

ok i changed it and yet the tanks still blow up on spawn only 3 work out of bout 16 spawn points or just about? and some are the same ones that arnt showing up so i cant blame the settings

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Sat, 31 May 2008 04:28:57 GMT  
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anyone?

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Subject: Re: Need Some ServerSide Questions  
Posted by [IronWarrior](#) on Sat, 31 May 2008 15:31:32 GMT  
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Use M08 or M10\_Tank\_Turret or something turret on vehicles, that will make them fire at enemys for moving.. you could use hunt\_the\_star/player script or you could set up a waypath for them to follow.

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Sat, 31 May 2008 15:36:35 GMT  
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IronWarrior wrote on Sat, 31 May 2008 08:31Use M08 or M10\_Tank\_Turret or something turret on vehicles, that will make them fire at enemys for moving.. you could use hunt\_the\_star/player script or you could set up a waypath for them to follow.  
ill try tho scripts....

and waypath i never found out how to use them.....but it wont be easy to test if they keep blowing up on game start and every time they spawn they blow up only a rare few dont blow up and idk wtf it is

think someone mind telling me how to set up a vechicle looping waypath

and help me solve my mian problem i got ss of my console like above showing they blowup on spawn and i go to pos 0,0,0 on my map and they spawning there blowing up

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Subject: Re: Need Some ServerSide Questions  
Posted by [IronWarrior](#) on Sat, 31 May 2008 23:21:01 GMT  
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Make sure they are teamed to one side and there is no enemy unit around to destroy them.

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Jun 2008 01:48:41 GMT  
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IronWarrior wrote on Sat, 31 May 2008 16:21 Make sure they are teamed to one side and there is no enemy unit around to destroy them.  
already a head of you...if u want i can give u ss of everything...settings...spawners....presets  
everything i tried to get fraps but didnt work

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Mon, 02 Jun 2008 20:55:14 GMT  
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anyone? think they can solve this weird problem?

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Tue, 03 Jun 2008 21:25:55 GMT  
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blah so long and still cant figure this out

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Subject: Re: Need Some ServerSide Questions  
Posted by [Spyder](#) on Thu, 05 Jun 2008 08:38:17 GMT  
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I suggest you read this:  
<http://renhelp.net/index.php?mod=Tutorials&action=view&id=44>

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jun 2008 13:30:45 GMT  
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ty but trust me iv been all over renhelp i always go there for shit and still cant fix my tanks from blowing up on spawn.....sometimes they do sometimes they dont...sometimes i place them or move them then they stop blowing up but the other ones do....likes idk its wierd

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Subject: Re: Need Some ServerSide Questions  
Posted by [Spyder](#) on Thu, 05 Jun 2008 13:57:58 GMT  
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How about this:  
Make them spawn in a small area outside of the level which is unreachable by the players. Then put a scriptzone there which teleports the vehicle to the place in which they should be.

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Fri, 06 Jun 2008 05:31:09 GMT  
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ill give it a try didnt know vechs can teleport but ok ill tets it tomorrow morning

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Subject: Re: Need Some ServerSide Questions  
Posted by [reborn](#) on Fri, 06 Jun 2008 06:35:58 GMT  
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You can set the position of any GameObject \*.

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Fri, 06 Jun 2008 14:31:20 GMT  
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reborn wrote on Thu, 05 June 2008 23:35You can set the position of any GameObject \*.

dont get wat ur saying

but  
one thing tho the tda\_teleport\_zone does not have a settting for its facing

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Subject: Re: Need Some ServerSide Questions  
Posted by [\\_SSnipe\\_](#) on Fri, 06 Jun 2008 18:07:55 GMT  
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ok just tried it still not working....none are showing up

wierd thing is im using that script i think its  
m05\_deploy\_apc that apc opens and units come out and the place where the apc SHOULD be at  
units are just pooping out out of no where as if the apc was there =/

im really getting fucking pissed.....everything else is working id be done if was not for this shit

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