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Subject: Question on level edit start spawn  
Posted by [Xpert](#) on Mon, 08 Sep 2008 00:02:52 GMT  
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Okay, say I wanted to make the spawn for GDI and Nod a Raveshaw and a PIC-Sydney, is it possible to do that in level edit? I see there is a part where it says Spawners and the defaults are of course the soldier presets. But I'm guessing it isn't as easy as it sounds. Will it change the spawners if I do it in level edit (with ssgm) or do I have to use C++ to actually get it that way.

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Subject: Re: Question on level edit start spawn  
Posted by [\\_SSnipe\\_](#) on Mon, 08 Sep 2008 00:07:55 GMT  
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Xpert wrote on Sun, 07 September 2008 17:02: Okay, say I wanted to make the spawn for GDI and Nod a Raveshaw and a PIC-Sydney, is it possible to do that in level edit? I see there is a part where it says Spawners and the defaults are of course the soldier presets. But I'm guessing it isn't as easy as it sounds. Will it change the spawners if I do it in level edit (with ssgm) or do I have to use C++ to actually get it that way.

i tried it in le and never worked but then the settings in the ini file (forgot which one) has the preset name of the char u want aswell so try to change them both?

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Subject: Re: Question on level edit start spawn  
Posted by [nopol10](#) on Mon, 08 Sep 2008 11:38:08 GMT  
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There is a JFW\_Change\_Spawn\_Character script that can be attached to a Dave's Arrow so that the spawn character changes to the specific preset.

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Subject: Re: Question on level edit start spawn  
Posted by [reborn](#) on Mon, 08 Sep 2008 11:59:43 GMT  
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In ssgm.ini there is a setting which allows you to change the default spawner. Probably the easiest and most convenient way for you to do it.

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Subject: Re: Question on level edit start spawn  
Posted by [Distrbd21](#) on Mon, 08 Sep 2008 17:28:21 GMT  
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Or you can just temp the nod and gdi spawn's and change the setting's on it to make it spawn them better than using a Dave's arrow. i only use those for Teleport Zones.

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I'm going to get a step by step way of doing it the easy way.

let's see here i don't have renegade yet, I'm pretty sure people can add more to this Tut for you.

Start with your map go to object's spawner's GDI or NOD highlight and and click temp.

Now there is away to change what spawn's there.

So if anyone else would like to finish this be my guest because Like i said i don't have Renegade yet so i can't tell you exactly what to do next.

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Subject: Re: Question on level edit start spawn

Posted by [Xpert](#) on Tue, 09 Sep 2008 00:29:35 GMT

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I'm trying to avoid using the SSGM spawner setting. There are presets that are longer than 24 characters that I want to use. SSGM only permits a 24 character preset. Characters like Havoc, Sakura, Raveshaw, Kane, etc are more than 24 characters.

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Subject: Re: Question on level edit start spawn

Posted by [reborn](#) on Tue, 09 Sep 2008 04:53:06 GMT

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Have you tried temping the presets then and calling them something that have less then 24 characters in there name?

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Subject: Re: Question on level edit start spawn

Posted by [Genesis2001](#) on Tue, 09 Sep 2008 05:52:32 GMT

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"Pick Presets" under the settings tab when you "mod" the "GDI Soldier Startup" preset?

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Subject: Re: Question on level edit start spawn

Posted by [saberhawk](#) on Tue, 09 Sep 2008 06:00:36 GMT

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Zack wrote on Tue, 09 September 2008 00:52"Pick Presets" under the settings tab when you "mod" the "GDI Soldier Startup" preset?

Negative, changing the startup spawner presets doesn't do shit.

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Subject: Re: Question on level edit start spawn  
Posted by [jonwil](#) on Tue, 09 Sep 2008 06:22:19 GMT  
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The presets used are actually hardcoded in the exe file. The reason for the 24 character limit is because that how long the strings in the exe are (which is what SSGM changes).

For scripts.dll 4.0, we will be changing things so that the characters can be set via an engine call (inside tt.dll) and can be set to strings of any length.

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Subject: Re: Question on level edit start spawn  
Posted by [Xpert](#) on Tue, 09 Sep 2008 19:34:32 GMT  
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reborn wrote on Tue, 09 September 2008 00:53Have you tried temping the presets then and calling them something that have less then 24 characters in there name?

Ya that was my alternative. I went with this method. There are some downsides but I got through it. Thanks.

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Subject: Re: Question on level edit start spawn  
Posted by [samous](#) on Sat, 13 Sep 2008 00:21:29 GMT  
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Is there a way to have them spawn at different locations, and depending on their location they will be a different character? (using spawn stuff you where just talking about)

=Samous

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Subject: Re: Question on level edit start spawn  
Posted by [ErroR](#) on Sat, 13 Sep 2008 09:25:47 GMT  
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hmm change the soldier pressets settings,w3d and stuff to a rave ?

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Subject: Re: Question on level edit start spawn  
Posted by [rutk](#) on Tue, 11 Oct 2011 23:32:06 GMT  
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jonwil wrote on Mon, 08 September 2008 23:22The presets used are actually hardcoded in the exe file. The reason for the 24 character limit is because that how long the strings in the exe are

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(which is what SSGM changes).

For scripts.dll 4.0, we will be changing things so that the characters can be set via an engine call (inside tt.dll) and can be set to strings of any length.

so, how in 4.0 is the best way in a fanmap to change to startup character ?

im trying atm with "JFW\_Change\_Spawn\_Character" on a Dave's arrow, but this doesn't work?

Edit:

ok, i figured it out, it works, but with a little bug:

You need to die 1 time, then you spawn as the desired char.

is there a workarround?