Subject: Some questions
Posted by ErroR on Mon, 03 Nov 2008 07:46:05 GMT

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1.There is a script "test cinematic" it uses a txt file as a script can it be used for other stuff? (eg. crates)
2.Is there a script that changes the team of the player when he dies?(from gdi to nod and from nod to gdi)
3.EDIT: The startup spawners. I know it has been told somewhere but i can't find it. How can I change what spawns from the startup spawners?

Subject: Re: Some questions
Posted by Gen_Blacky on Mon, 03 Nov 2008 15:11:19 GMT
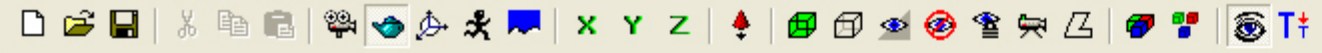
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Answer to Number 3 look at picture I uploaded

```
File Attachments
1)  3.jpg, downloaded 135 times
```

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

Edit object

General | Settings | Dependencie

SpawnDefinitionIDList

Preset List

Use the controls below to
add or remove it from the

Preset Type:

Selected Preset(s):

Name	T
GDI_MiniGunner_0	S

Subject: Re: Some questions
Posted by Omar007 on Mon, 03 Nov 2008 15:54:24 GMT
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about point 2. i only know this script: z_ChangeTeamPowerup but i think you can't use it for change team by dieing

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Subject: Re: Some questions
Posted by cAmpa on Mon, 03 Nov 2008 15:58:06 GMT
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1. What do you mean exactly with "(e.g crates)"?

2. I can code you a script if needed.

Subject: Re: Some questions
Posted by ErroR on Mon, 03 Nov 2008 17:29:36 GMT
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cAmpa wrote on Mon, 03 November 2008 17:581. What do you mean exactly with "(e.g crates)"?

2. I can code you a script if needed.
I mean can the script be used only on cinematics or something else, like a master sript it uses a txt as a script. By eg. crates i meant.. can in the "Test cinematic" script be written (eg. the ion storm crate can that script be written in a txt and attached to a crate)

i'm preety sure it's not understandable what i wrote above.. well i can't express myself sometimes

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Subject: Re: Some questions
Posted by ErroR on Mon, 03 Nov 2008 17:32:07 GMT
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Gen_Blacky wrote on Mon, 03 November 2008 17:11Answer to Number 3 look at picture I uploaded
1.I did that but they still spawn as the normal ones (I even edited the standard soldier preset it still spawns as a normal soldier).
2. I tried to make separate spawners (copies) and use them and instead of soldiers (startup spawners not bots) random weapons spawned.

Subject: Re: Some questions
Posted by cAmpa on Mon, 03 Nov 2008 18:07:13 GMT
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Quote:(eg. the ion storm crate can that script be written in a txt and attached to a crate)

I think yes, but it's much easier to code it in scripts.

Subject: Re: Some questions
Posted by samous on Tue, 04 Nov 2008 02:02:44 GMT
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if you talking about the scripots like drop files, but that do different effects (the nuke missle drop, or just the nuke beacon, uses a txt file 2) then i can help you with that. But, plz be more clear, i'm not the onl;y one here who doesn't understand.

-all this is about point #1
=samous

Subject: Re: Some questions
Posted by Altzan on Tue, 04 Nov 2008 13:35:21 GMT
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I never figured out how to edit the soldier you spawn as, either. I tried but you always spawn as a minigunner.
Anyone ever figure it out?

Subject: Re: Some questions
Posted by LR01 on Tue, 04 Nov 2008 13:40:15 GMT
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Altzan wrote on Tue, 04 November 2008 14:35I never figured out how to edit the soldier you spawn as, either. I tried but you always spawn as a minigunner.
Anyone ever figure it out?

as .MIX yes
If you still want to use a .MIX then use scripts, SSGM for example

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Subject: Re: Some questions
Posted by wittebolx on Tue, 04 Nov 2008 14:18:27 GMT
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Altzan wrote on Tue, 04 November 2008 14:35I never figured out how to edit the soldier you

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spawn as, either. I tried but you always spawn as a minigunner.
Anyone ever figure it out?

look at Reborn's Hunt The Player Mode, in there you can see what he did.
basicly thats what you want, also it has some sort of script in it that if you in this case are the
carrier of the "virus" you get swapped to another team so people can kill you, and there more like
that.
source for HTPM is available somewhere on this forum, just search
good luck.

Subject: Re: Some questions
Posted by ErroR on Tue, 04 Nov 2008 15:53:26 GMT
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LR01 wrote on Tue, 04 November 2008 15:40Altzan wrote on Tue, 04 November 2008 14:35I
never figured out how to edit the soldier you spawn as, either. I tried but you always spawn as a
minigunner.
Anyone ever figure it out?

as .MIX yes
If you still want to use a .MIX then use scripts, SSGM for example
yes i want a mix. But i don't know (and don't want)how to put scripts in scripts.dll. I don't know
neither C++ neither SSGM.
I need gdi soldiers to have a flamethrower (only) and nod to spawn as viceroids ( ) but i edited
both and they still spawn as normal ones.

Subject: Re: Some questions
Posted by ErroR on Thu, 06 Nov 2008 14:49:56 GMT
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PLease help i hate this spawner thing.. i edit a existing AI spawner for bots but they still spawn as
they must(officers) (Single player) HELP