Subject: how the hell did westwood do it?
Posted by **Distrbd21** on Thu, 24 Dec 2009 06:22:55 GMT
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Ok so on nr i have a command that is !0wn name and when i use it on islands it moves me to the field, but when i mod island and then put it on the server and when i use the command i get stuck in a rock, i have placed the renegade spawner and the commando start spawner and still get put in a rock??????

i put island in, le and i see nothing diff about it then mine besides the fact that the westwood version is all set up and mine is not, just has spawners.

i'm trying to make a free for all sniping server so you have no back up.

Subject: Re: how the hell did westwood do it?
Posted by **_SSnipe_** on Thu, 24 Dec 2009 07:40:56 GMT
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I think it sends you to 0,0,0 on each map which islands you land in a rock?

Subject: Re: how the hell did westwood do it?
Posted by **GEORGE ZIMMER** on Thu, 24 Dec 2009 13:03:48 GMT
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It moves you to the 0,0,0 point in the map as SSnipe pointed out.

Subject: Re: how the hell did westwood do it?
Posted by **reborn** on Thu, 24 Dec 2009 13:40:55 GMT
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Just make a spawn manager.

Subject: Re: how the hell did westwood do it?
Posted by **Omar007** on Thu, 24 Dec 2009 15:54:51 GMT
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Even if he wouls spawn at 0,0,0 he wouldnt end up inside a rock on islands.

The 0,0,0 point on islands is on the GDI side, right of the bridge (when you face the island not base) in the water
Unless he moved the terrain or added rocks ofcource.

Else do as Reborn suggested

Subject: Re: how the hell did westwood do it?
Posted by YazooGang on Thu, 24 Dec 2009 16:17:04 GMT
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Renegade Spawner = F8->team2 <playerID> <teamID>   the team ID for renegade spawner is -1
Make "Renegade Spawners" around the map and code a script for your self making it so when a
person join a server, the server gets its player id and then sends "team2 <playerID> -1" to the
console thingy. It changes the team of the player to the id of -1 and then the player will spawn in
random positions. The player will come up as blue in radar   Good luck.