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Subject: 2 spawner sets

Posted by [Spike](#) on Mon, 28 Jul 2003 05:26:30 GMT

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I was wondering if it would be possible to do this -

Im making a beach assult type map where gdi has just landed (on the beach :rolleyes: ) and are trying to take out a large nod camp, so they have to run up the beach and lay a beacon on the ped

Here is the question - I want it so when u spawn on gdi, you will spawn on the boats, but i also want it so when u get to the sea bed, the spawners at the water will disable and spawners at the beach will enable - like a checkpoint.

Can this be done, any help would be much appricated (cant spell :rolleyes: )

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Subject: 2 spawner sets

Posted by [pulverizer](#) on Mon, 28 Jul 2003 14:16:36 GMT

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I know what you mean, but I don't think it's possible in renegade.

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Subject: 2 spawner sets

Posted by [gendres](#) on Mon, 28 Jul 2003 15:31:31 GMT

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its posible, just use script zones where you want to activate/deactivate the spawners

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Subject: 2 spawner sets

Posted by [pulverizer](#) on Mon, 28 Jul 2003 15:53:08 GMT

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gendresits posible, just use script zones where you want to activate/deactivate the spawners

realy? cool, I thought it didn't work. I thought you can't deactivate a spawner

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Subject: 2 spawner sets

Posted by [gendres](#) on Mon, 28 Jul 2003 17:55:29 GMT

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Let me do a quick check on those scrips

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Subject: 2 spawner sets  
Posted by [Spike](#) on Mon, 28 Jul 2003 19:58:42 GMT  
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Iv already gone thro all the scripts like 3 times but mabey i jsut missed it, i dont know of any scripts that can deactivate spawners

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Subject: 2 spawner sets  
Posted by [pulverizer](#) on Tue, 29 Jul 2003 07:47:01 GMT  
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tell me when you found the right script. but I think it's not possible to deactivate a spawner.

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Subject: 2 spawner sets  
Posted by [Madtone](#) on Tue, 29 Jul 2003 12:21:54 GMT  
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im making a similar map..

if i remember correctly its this

GTH\_Enable\_Spawner\_On\_Enter

and

GTH\_Disable\_Spawner\_On\_Enter

im not too sure, can't remember exactly.

hope this helps

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Subject: 2 spawner sets  
Posted by [Spike](#) on Tue, 29 Jul 2003 16:18:59 GMT  
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Mabey my scripts doesnt have that but i didnt think there was a GTH\_Disable\_Spawner\_On\_Enter, just GTH\_Enable\_Spawner\_On\_Enter.

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Subject: 2 spawner sets  
Posted by [Madtone](#) on Tue, 29 Jul 2003 18:49:09 GMT  
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SpikeMabey my scripts doesnt have that but i didnt think there was a GTH\_Disable\_Spawner\_On\_Enter, just GTH\_Enable\_Spawner\_On\_Enter.

found it, ok its just the enable one, but in the parameters you say if it is enabled or not

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Subject: 2 spawner sets

Posted by [Spike](#) on Tue, 29 Jul 2003 21:13:58 GMT

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so which parameter makes enable = disable?

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Subject: 2 spawner sets

Posted by [ghostSWT](#) on Sat, 02 Apr 2005 15:23:01 GMT

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First sorry to bring back kind of a dead topic but has anyone done this with success?

I tried temping a gdi spawner, with a setting it StartsDissabled. Then I place a regular gdi spawner on the map and the temped one few yard away. 2 script zones with GTH\_Enable\_Spawner\_On\_Enter one to enable and one to disable my temped soldier spawner. And no matter what i do the temped gdi spawner is always enabled. I tried adding a weapon spawn to the map just to see if the zones/script work and they do i can enable and disable weapon spawn without a problem but not a gdi soldier spawner. Can anyone help?

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Subject: 2 spawner sets

Posted by [reborn](#) on Sat, 02 Apr 2005 16:40:48 GMT

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speak to wilostorm at <http://www.st0rmhosting.com> or [ts.st0rmhosting.com](http://ts.st0rmhosting.com) if anyone knows it is him, he was trying to make this work for a while on his co-op mission server...

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Subject: 2 spawner sets

Posted by [ghostSWT](#) on Sat, 02 Apr 2005 22:15:33 GMT

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i've played his coop server, he has all but 3 SP maps, and on all the maps he has he never used this.

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Subject: 2 spawner sets

Posted by [dead6re](#) on Sun, 03 Apr 2005 07:09:38 GMT

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When using the script to enable the spawner, it needs the id of the spawner.

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