
Subject: Re: Single Player Maps
Posted by [reborn](#) on Tue, 05 Jun 2007 11:55:46 GMT
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joe937465 wrote on Tue, 05 June 2007 07:36how u attachh it to a script zone?

which script?

how u add that or edit it?

i stillw ant reborns vidoe

What gamemodding has done is create a script just for you that can be attached to a script zone and will create weapon spawners in that zone.

You would need to add this script to the source code of ssaow before you compile it.

Then copy the scripts.dll file to your level edit scripts folder for the mod package, then when you "mod" a preset and look under the scripts list there will be one called: "WepSpawner". This is what should be attached to the script zone that you would need to create.

However he hasn't included the registrant or the code for the .h file. I guess he is assuming you would know how to create this yourself, but I wouldn't take that for granted really.

To be honest i think this is an over complicated way of doing it. If I was going to handle weapon spawns as part of the scripts.dll i wouldn't make zones, I would just spawn random weapons at pre defined locations for each map.

To be fair, this is kinda throwing you in at the deep end. Don't worry, when I get home from work I will make a start on a tutorial for you, hopefully it will be finished tonight.
