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Subject: Re: Spawning Keycards

Posted by [Jerad2142](#) on Wed, 20 Jun 2007 17:05:55 GMT

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As far as random teleporters go, what I did for level 5b and 8b is I made 10 powerup presets all with teleport on pickup scripts and timed death scripts (all teleport coordinates were different). Then I made a spawner that spawned an infinite number of the powerups (so that when one died it would spawn a new one). And obviously beings that all the powerups were in the preset list of the spawner it would send you to random locations (it also keeps vehicles from teleporting). (You could also do it will add remove scripts and timer customs, but that is the type of fun I suggest you stay away from unless you don't have a life besides Renegade).

You rig key cards up the same way as any other spawner, it can't be hard because I did it on my 4 modded Renegade map.

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