Posted by [REHT]Spirit on Tue, 01 Jul 2003 17:32:57 GMT
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As far as I know, no, scripts can't make spawner presets. But scripts can move them, and probally turn them on and off (I've seen commands for it, haven't actually tested it but most of the known commands work). Scripts can also be used to make your own type of spawner, but not the type that can spawn players.

Essintally, the script would work like this: When a tank blows up, building is deployed, it turns preset spawners on the map on and places them in the correct positions inside the building.

For those worried about having to do cos/sin stuff for caluclation spawner positions based on building rotation (ie, junk stuff, lol), it can be set up so that the model has bones, like Spawn_Pos01 Spawn_Pos02 etc, and the spawners can be placed at those bone positions.