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Subject: Re: how to add startup spawners and spawners etc!!! help!

Posted by [TNaismith](#) on Sat, 03 Apr 2010 15:18:56 GMT

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Both of you are correct, as gangsterleo is asking both of those questions.

"crazfulla"he is referring to the player startup spawner, not a bot spawner

in the preset tree go to the following branch:

Object -> Spawner -> Startup Spawner

add 1 "GDI Spawner" and 1 "Nod Spawner"

Here is a screenshot of that:

"bisen11"Go to spawners , hit temp .

Go to settings,

click on pick presets and choose the vehicle bot you made. Spawn max says how many times you want it to spawn. Keep it at -1 if you want it to spawn infinitely. Change the spawn delay to change how fast it respawns back after it's destroyed. It's measured in seconds so 10 = ten seconds. If you want 10 minutes you would have to do 600. That's pretty much all you need to do.

Added some pictures.

As for troop AI bots, you can follow bisen11's instructions and instead of choosing a vehicle bot on the 'Pick Presets' step, just choose an infantry bot to spawn instead. All AI Bot infantry attack automatically by default. If you want your infantry AI Bots to do more advanced things (like following a waypath, etc) then you'll have to add scripts to them.

I'm not an expert on that, but maybe if you explained what exactly what you want you infantry bots to do, we can help you out a bit more. =) Good luck mate. ^^

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