
Subject: LE - Unteamed Spawner
Posted by [WNxCABAL](#) on Fri, 16 Dec 2005 19:11:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Short question...

Does anyone know how to set up a spawner for "Unteamed"?
I've tried making a duplicate of one of the Nod or GDI spawners and changing the team to Unteamed, but still, nothing.
I change to Unteamed by pressing f8 & typing 'team2 1 2'.

I know its possible because I've seen it on a map (which I forget)...

Thanks!

Andy

Subject: Re: LE - Unteamed Spawner
Posted by [Kamuix](#) on Fri, 16 Dec 2005 20:05:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

For Unteamed I think the team number is -1 and -2.

Place a Renegade Spawner which is used for the team -1, -2. "Team2 1 -1"

For the team 2 which i think is Neutral, I dont think there are any spawners for it but something i do is put Teleporters on the 0,0,0 pos of the map so when they spawn they instantly get put where you want them.

People oftenly get stuck together when you place too many people of this team.

I do this all the time on my SSmaps, Its funny because i have a team set for jail in M06. So when someone does not follow the rules(or pisses me off lol) theres no need to kick or ban i just throw them in jail LOL!

This is an older picture. But in my newer maps i have a Character buy script sitting underneath the Greyteam Spawn location To turn them into prisoners which match the team color. And their prisoners.

File Attachments

1) [untitled111.JPG](#), downloaded 730 times



Subject: Re: LE - Unteamed Spawner

Posted by [WNxCABAL](#) on Fri, 16 Dec 2005 23:06:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey, the -1/-2 thing worked with the renegade spawner, but I'm a little affraid that those who host the map with the teleport script and if they don't run JW's scripts, it won't work...

But good advise!

Subject: Re: LE - Unteamed Spawner

Posted by [Kamuix](#) on Sat, 17 Dec 2005 04:10:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Do you mean if the clients didn't have the right version on Scrips? Scrips are Serversided so it would'nt matter.

Subject: Re: LE - Unteamed Spawner
Posted by [WNxCABAL](#) on Sun, 18 Dec 2005 11:24:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

You got a good point!

Subject: Re: LE - Unteamed Spawner
Posted by [Oblivion165](#) on Sun, 25 Dec 2005 19:57:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Most people forget to set the spawner to Unteam aswell, thats generally the accepted way.

Unteam Bot
Unteam Spawner

EDIT:
Meaning you do not have to use the renegade spawner.
