
Subject: Nuetral

Posted by [BlueThen](#) on Thu, 09 Nov 2006 21:10:57 GMT

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What is the nuetral's spawner name?

Subject: Re: Nuetral

Posted by [reborn](#) on Thu, 09 Nov 2006 22:12:51 GMT

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You cannot add nuetral teamed spawners to a map in level edit.

The model it uses is "c_ag_gdi_mg.w3d" (the GDI soldier).

Subject: Re: Nuetral

Posted by [BlueThen](#) on Thu, 09 Nov 2006 22:46:37 GMT

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:/ I'm really looking for the nuetral character in level edit, so I can edit it.

Subject: Re: Nuetral

Posted by [Jerad2142](#) on Thu, 09 Nov 2006 23:04:48 GMT

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Actually you could, it would require a bit of scripting and some work but you could do it. Here's how it would work:

First create a few power up presets (The number that you want of spawner points).

Second attach the script "SUR_Timed_Death" for its settings put "1.00" "9999.00" and "BlamoKiller", then attach the script "KAK_Warp_On_Pickup" (Change its values for each spawn location), and the final script to attach is "JFW_Change_Character_Powerup" for its settings put the name of the charter you want to get when you spawn as neutral.

Third create a new power up spawner, set its spawn time to 0 random time to 0 and add all the new power up presets to its spawn list.

Fourth put the power up spawner at the center of your map (map position 0,0,0 X,Y,& Z values, because thats where neutral players start).

This will make it so when the neutral player starts he picks up the power up and is teleported to a random location, and it also will change his charter type. I have done this before, if you need more specific info I just ask.

Good Luck!

Subject: Re: Nuetral
Posted by [BlueThen](#) on Thu, 09 Nov 2006 23:14:18 GMT
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:/ I'm just trying to find a way to change the nuetral character or edit it in a object mod, no package mod or editing. I'm not trying to find a way to put a spawner on a map. Thanks for your help, but still not what I'm looking for.

Subject: Re: Nuetral
Posted by [Jerad2142](#) on Thu, 09 Nov 2006 23:21:04 GMT
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The most possible why at the current time is to make a .pkg file, because the regular Renegade maps are not set up for neutral players. So you will have to change the map, add in spawner's and any pct for the neutral team that you will use as neutral. And new spawner's will require some mod work in level editor.

Subject: Re: Nuetral
Posted by [Whitedragon](#) on Sat, 11 Nov 2006 00:12:02 GMT
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SSAOW 1.6 will have a setting to change the neutral spawn character.

Subject: Re: Nuetral
Posted by [Kamuix](#) on Sat, 11 Nov 2006 00:17:20 GMT
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Why not use team -1 and put the Renegade spawners on top on a script zone that changes your character? Since netural is againeds other teams anyway....

Subject: Re: Nuetral

Posted by [Jerad2142](#) on Sat, 11 Nov 2006 05:50:03 GMT

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Multiple spawner locations.

Subject: Re: Nuetral

Posted by [Veyrdite](#) on Fri, 17 Nov 2006 22:37:47 GMT

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isn't it neutral not nuetral?

Subject: Re: Nuetral

Posted by [Jerad2142](#) on Fri, 17 Nov 2006 22:42:26 GMT

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No offense but they probably noticed that, and it seems that they didn't car much (but thanks for pointing out the obvious).

Subject: Re: Nuetral

Posted by [Veyrdite](#) on Fri, 17 Nov 2006 23:59:00 GMT

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mind you i am probably worse, but just to be annoying you spelt care incorrectly

Subject: Re: Nuetral

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 00:06:24 GMT

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I usually read my posts over before I hit reply, but I must have missed this one.
