Subject: Last question
Posted by Anonymous on Sat, 18 Jan 2003 11:31:00 GMT
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I once got my DM working in ren but I had to redo it cause of graphical errors, but I noticed that some of my spawned powerups did not respawn. How can I find the ones that constantly respawn?

Subject: Last question
Posted by Anonymous on Sat, 18 Jan 2003 11:48:00 GMT
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I think any spawner with a 1x, 10x, or 100x as a prefix is limited to that amount. Some have an 'Infinite' prefix to say its unlimited. Some don't have any prefix listed though.'SpawnMax' on the spawner's settings will tell you how may times it spawns, -1 means it is unlimited.If you want all of them to be unlimited I suggest you make your own. [January 18, 2003, 11:49: Message edited by: NeoSaber]

Subject: Last question
Posted by Anonymous on Sat, 18 Jan 2003 15:22:00 GMT
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Highlight the category 'Weapon Spawners' and press 'Temp'. Name it whatever you want, then go to the settings tab.Set PlayerType to Unteamed (I don't know if this matters or not.)Set SpawnMax to what you want (-1 for unlimited)Set SpawnDelay to how long you want the object to take to respawn (time in seconds)Set SpawnDelayVariation if you want. (time in seconds)Then press the PickPresets button. You'll see two columns, the left one is blank and the right one is all of the presets to select from. The weapons are at PowerUp->Soldier PowerUps->Weapon PowerUps. Double-click the weapon you want and it will appear in the left column. Note: Some of the PowerUps (like the Ramjet Rifle) may not be set up properly.If you add more then one to the left column, Renegade will randomly decide which one spawns each time. After all that is done make sure to click OK and not Cancel. [January 18, 2003, 15:25: Message edited by: NeoSaber]

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Posted by Anonymous on Sat, 18 Jan 2003 15:49:00 GMT
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thx

Subject: Last question
Posted by Anonymous on Sun, 19 Jan 2003 00:00:00 GMT
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how do i make my own spawner? It would be nice if I could find/make a random weap spawner.