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Subject: i need some help with some things  
Posted by [NFHAVOC](#) on Mon, 11 Jun 2007 16:38:32 GMT  
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when i add spawners to the map except the player spawn points i always crash the server i read the renhelp tutorial but i cant seem to get them to work maybe i reading it wrong i trying to add power ups and key card spawner and it crashes the server and how do make differnet things buyable on different map not the same thing on all maps and with the hot/tech i have them blow up when they die but there is no visable animation just a invisible expolsion i want it to be the look of a ion beacon going off

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Subject: Re: i need some help with some things  
Posted by [crazfulla](#) on Mon, 11 Jun 2007 16:48:32 GMT  
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Can you please STOP POSTING A NEW THREAD EVERY TIME U HAVE A QUESTION?!

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Subject: Re: i need some help with some things  
Posted by [Oblivion165](#) on Mon, 11 Jun 2007 16:50:07 GMT  
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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=105>

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Subject: Re: i need some help with some things  
Posted by [NFHAVOC](#) on Mon, 11 Jun 2007 18:30:31 GMT  
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instead of making a differnet thread for each if these questions i made one thread

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Subject: Re: i need some help with some things  
Posted by [Slave](#) on Mon, 11 Jun 2007 19:28:30 GMT  
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I dislike sentence wich contain over 100 words. I don't feel like applying a grammatical decoder to it, in order to understand your first post.

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Subject: Re: i need some help with some things  
Posted by [Oblivion165](#) on Mon, 11 Jun 2007 19:34:06 GMT  
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Maybe you should try that decoder on your own post.

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Subject: Re: i need some help with some things  
Posted by [NFHAVOC](#) on Mon, 11 Jun 2007 21:12:39 GMT  
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Ok I will try to improve the grammar.

When I add spawners to the map, except the player spawn points, I always crash the server. I read the renhelp.net tutorial, but I can't seem to get them to work, maybe I was reading it wrong. I was trying to add power ups and a key card spawner, and it crashes the server. How do I make different things buyable on different maps, not have the same things buyable on all maps. With the Hotwire/Technician I have them blow up when they die, but there is no visible animation, just a invisible explosion. I want it to have the look of a Ion Cannon Beam explosion.

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Subject: Re: i need some help with some things  
Posted by [NFHAVOC](#) on Mon, 11 Jun 2007 21:51:45 GMT  
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EDIT: I got the powerups to spawn but no one can pick them up. They just walk though them, and nothing happens, they dont pick them up.

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Subject: Re: i need some help with some things  
Posted by [NFHAVOC](#) on Tue, 12 Jun 2007 11:29:19 GMT  
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Do I add a script that causes an explosion animation to happen when something dies? If so which script is it?

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Subject: Re: i need some help with some things  
Posted by [zunnie](#) on Tue, 12 Jun 2007 12:02:19 GMT  
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"mod" the powerup and select "Always allow grant"

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Subject: Re: i need some help with some things  
Posted by [NFHAVOC](#) on Tue, 12 Jun 2007 19:27:40 GMT  
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How do I set the area where vehicles appear when you buy them?

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