
Subject: Spawning Keycards
Posted by [Brandon](#) on Tue, 19 Jun 2007 01:44:34 GMT
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I know you can't add a spawner to spawn keycards but how can you in a server spawn keycards server side?

Also, is it possible to use the JFW_Teleport_Custom_Random script to do random teleports? If not then we seriously need a random teleport script.

Subject: Re: Spawning Keycards
Posted by [BlueThen](#) on Tue, 19 Jun 2007 02:14:10 GMT
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Hmm... I'd always expect the player spawn in the ground some times. Couldn't that be used for specific locations? o.O

Subject: Re: Spawning Keycards
Posted by [_SSnipe_](#) on Tue, 19 Jun 2007 03:24:00 GMT
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what u mean i added keycards to my spawners or im i just not reading it right>?

Subject: Re: Spawning Keycards
Posted by [Jerad2142](#) on Wed, 20 Jun 2007 17:05:55 GMT
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As far as random teleporters go, what I did for level 5b and 8b is I made 10 powerup presets all with teleport on pickup scripts and timed death scripts (all teleport coordinates were different). Then I made a spawner that spawned an infinite number of the powerups (so that when one died it would spawn a new one). And obviously beings that all the powerups were in the preset list of the spawner it would send you to random locations (it also keeps vehicles from teleporting). (You could also do it will add remove scripts and timer customs, but that is the type of fun I suggest you stay away from unless you don't have a life besides Renegade).

You rig key cards up the same way as any other spawner, it can't be hard because I did it on my 4 modded Renegade map.

Subject: Re: Spawning Keycards
Posted by [Brandon](#) on Wed, 20 Jun 2007 20:37:57 GMT
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What do you mean by rig the keycards? Take an existing spawner and replace the preset spawned with the keycard?

Nice method of teleportation, but is it possible to get it to teleport vehicles the same way too?
