Subject: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 02:18:04 GMT
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Is it possible to make a vehicle spawner? i tried but it dont load the map and crashes my server.. If so, How please and thanks in advance.

Subject: Re: Serverside
Posted by _SSnipe_ on Mon, 25 Jun 2007 02:24:08 GMT
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i think u open up like a mp weapon spawner and replace the present list with a vech or tank instead of the weapon

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Subject: Re: Serverside
Posted by Brandon on Mon, 25 Jun 2007 02:26:19 GMT
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You can Add/Temp spawners server side. But are you trying to make a vehicle bot spawner or just a normal (enterable) vehicle spawner?

You can use scripts to drop a vehicle at a location after poking a button and paying some money.

Subject: Re: Serverside
Posted by jamiejrg on Mon, 25 Jun 2007 02:27:45 GMT
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Follow reborns server side weapon spawn tutorial but use a vehc preset instead of a weapon and it should work perfectly.

Jamie

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 02:28:42 GMT
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i want to make a spawner that drops a mdeium tank that players can use, when it dies another respawns.

Subject: Re: Serverside

Posted by Brandon on Mon, 25 Jun 2007 02:30:24 GMT
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Ya, you can edit an existing vehicle and give it Transitions for entering/exiting and then Add/Temp a spawner in Spawner folder and set it up there and it should work.

Subject: Re: Serverside
Posted by jamiejrg on Mon, 25 Jun 2007 02:34:10 GMT
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YuriVA777 wrote on Sun, 24 June 2007 21:30Ya, you can edit an existing vehicle and give it Transitions for entering/exiting and then Add/Temp a spawner in Spawner folder and set it up there and it should work.

Why would you edit the transitions...?

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 02:35:11 GMT
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nope, i add a spawner, set the preset as GDI_Medium_Tank_Player

and save, put ldd in my data folder, run and it just crashes.. at 84% of loading the map

Subject: Re: Serverside
Posted by jamiejrg on Mon, 25 Jun 2007 02:38:56 GMT
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WRONG! DO NOT PUT THE LDD in the data folder!

Take the map you are editing, open it in xcc mixer, extract the original .ldd and back it up somewhere. Then delete it out of the archive. Then, take your new ldd that you just created and drag/drop it into the xcc window. It will build the new .mix for you. Simply load up the server and go.

Jamie

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 02:41:00 GMT
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with level edit, can i not just export to .mix?

Subject: Re: Serverside
Posted by jamiejrg on Mon, 25 Jun 2007 02:42:30 GMT
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nope. Get xcc from renhelp.

I think reborn included this whole step in one of his videos. But if you can't figure it out just ask and i'll explain in better detail.

Jamie

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 02:48:36 GMT
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ok, how do i use xcc?

Subject: Re: Serverside
Posted by Brandon on Mon, 25 Jun 2007 02:55:50 GMT
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You can still do the .ldd way, I've done it before. You just have to setup the spawner correctly. By the sounds of it, you didn't take your time on checking through the settings

And why edit transitions, because some don't have transitions, depends upon what you want to use, etc.

Subject: Re: Serverside
Posted by jamiejrg on Mon, 25 Jun 2007 02:57:38 GMT
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I'm pretty sure renhelp has the newer release so its actualy a package of xcc tools. You want to open up 'xcc mixer'. Then go file -> open -> browse to the map you are using.. for for instance if i'm making a server side mod for under i would browse to C&C_under.mix. Then click open.

Now, in the left column you will see a whole crap load of resources pertaining to that map. since i'm using under i would look for c&C_under.ldd. Right click on that and extract it to somewhere safe. Then click on it and delete it. This might take a bit. Let it do it's thing. now take the ldd you made in LE, name it exactly like the one you took out. Drag and drop it into the left column of xcc. It may take a while again because it is rebuilding the .mix . When it is finished its thing just close it out and load the map like usual.

Jamie

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 03:01:30 GMT
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same problem.

Subject: Re: Serverside
Posted by jamiejrg on Mon, 25 Jun 2007 03:03:18 GMT
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Hmm.. then you def did something wrong in LE. There are plenty of people here better in LE than me, so i would suggest waiting for them to shoot by this thread.

Jamie

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 03:08:33 GMT
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ok, Yuri, i got this Spawner i added.

Name: Medium Tank
Preset: GDI_Medium_Tank_Player
SpawnMax: -1
Spawn Delay: 10.000
Spawn Variation: 0.000
Is Primary: Unticked
Is Soldier Startup: Unticked
GotoSpawnerPos: Unticked
Teleport first Spawn: Unticked
Starts Disabled: Unticked
KillHibernatingSpawn: Unticked
ApplySpawnMaterialEffect: Unticked
IsMultiPlayerSpawnWeapon: Unticked

Whats wrong with that? ^?

Subject: Re: Serverside
Posted by Brandon on Mon, 25 Jun 2007 03:09:05 GMT
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You didn't Add/Temp the vehicle did you?

EDIT: Looks like Spawner is set right. However, it's been known in the past that if you exclude the word Spawner in the Spawner folder it'll crash. So try naming it to GDI_Medium_Tank_Player_Spawner

Also, where did you Add item? Spawner folder or under another branch?

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 03:10:20 GMT
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no, i added a spawner, the preset for the spawner is the vehicle

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Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 03:13:55 GMT
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Spawner > Object Spawners > Med Tank

Subject: Re: Serverside
Posted by Brandon on Mon, 25 Jun 2007 03:15:20 GMT
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Ah, there's the problem. Delete your added preset and make a new one by selecting the Spawner folder and clicking Add and then set it up there.

Subject: Re: Serverside
Posted by Whitedragon on Mon, 25 Jun 2007 03:16:58 GMT
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The correct med tank preset is CnC_GDI_Medium_Tank, not GDI_Medium_Tank_Player.

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 03:20:37 GMT
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still dont work

Subject: Re: Serverside
Posted by CdCyBoRg on Mon, 25 Jun 2007 03:40:48 GMT
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would that make it work WD?

Subject: Re: Serverside
Posted by Whitedragon on Mon, 25 Jun 2007 03:51:39 GMT
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No.

Subject: Re: Serverside
Posted by IronWarrior on Mon, 25 Jun 2007 05:04:02 GMT
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I would use the xcc mixer here > Game-Maps.NET

As the new one is a pile of shit that crashes all the time whenever you to extract anything...

This version is stable and works, no different to the new to be honest.

If you temped anything to make a med tank spawner, then you will have to change the objects.aow file.

To do so, copy othe objects.ddb in the folder presets and place it in the server date folder and name it objects.aow

Should stop crashing now.

Subject: Re: Serverside
Posted by zunnie on Mon, 25 Jun 2007 17:08:30 GMT
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teleportfirstspawn and applyspawnmaterialeffect must be on (ticked)