
Subject: Character Change after Spawn
Posted by [DL60](#) on Sun, 05 Aug 2007 09:21:47 GMT
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I think most of you know C&C Mars and you also know that there is a little problem: The map should be completely low grav but after spawn you you have to buy a char to have low grav working.

The problem behind is that you can't really change the spawnermodel/preset with temp-presets. I can create a new temp-spawner, a changed temp-soldierpreset for it and place it everywhere in the map instead of the original startupspawner but it doesn't work. You always spawn as the normal soldier with normal values for gravity scale, moving speed and so on.

So my idea was to solve this problem with scripts and here is my question: Does anybody know how can do this with the help of existing scripts? (I'm not able to create my own scripts)

Maybe a scriptzone which fills the whole map and changes everyone to the soldier I want. It's just an idea. Dunno if this is possible.

Subject: Re: Character Change after Spawn
Posted by [Whitedragon](#) on Sun, 05 Aug 2007 09:30:50 GMT
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Create an "Invisible_Object" on your map and attach "JFW_Change_Spawn_Character" to it. This will change the spawn character for the selected team.

Subject: Re: Character Change after Spawn
Posted by [DL60](#) on Sun, 05 Aug 2007 10:05:09 GMT
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Do you mean I create a large invis box in max/gmax and use it as model for a huge crate which everybody gets instantly after spawn?

Or can I attach this script to a resizable scriptzone?

Subject: Re: Character Change after Spawn
Posted by [Whitedragon](#) on Sun, 05 Aug 2007 10:31:29 GMT
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"Invisible_Object" is the preset name. Spawn one of those on the map and attach two of that script to it, one for each team.

Subject: Re: Character Change after Spawn
Posted by [DL60](#) on Sun, 05 Aug 2007 10:47:07 GMT
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I'm looking for that Invisible_Object in the presetlist. Where can I find it?

Subject: Re: Character Change after Spawn
Posted by [reborn](#) on Sun, 05 Aug 2007 16:31:01 GMT
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What ssaow/ssgm are you using?

```
if (strstr(CurrMap,"C&C_Mars.mix")) {  
  
    //code to send message in-game stating that code is being called  
    char called[256];  
    sprintf(called,"This console message is telling you that the code is being called");  
  
    //declaring variables  
    //This variable is making a name for the location if the invisiable object, and therefore declaring it  
    as "Vector3"  
    Vector3 invis;  
    //This variable is going to actually be the invis object, and is declaring it's data type as  
    "gameobject **"  
    GameObject *Game_invis;  
  
    //Code to set what the x,y,z of the invis object Vector3 is, this will then mean that  
    //referring to invis will contain all this information  
    invis.X= 0.0f;  
    invis.Y= 0.0f;  
    invis.Z= 0.0f;  
  
    //create an invisible object at the location known now as invis  
    Game_invis = Commands->Create_Object("Invisible_Object",invis);  
    //attach the script to the object to change the spawn char
```

Subject: Re: Character Change after Spawn
Posted by [Cpo64](#) on Sun, 05 Aug 2007 16:44:00 GMT
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If you temp something (say, the spawning character, not the spawner itself) and give it the exact same name as the parent, doesn't it load the temp instead?
I can't remember if it works that way, but I thought it did.

Subject: Re: Character Change after Spawn
Posted by [DL60](#) on Sun, 05 Aug 2007 19:13:24 GMT
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Quote:

If you temp something (say, the spawning character, not the spawner itself) and give it the exact same name as the parent, doesn't it load the temp instead?
I can't remember if it works that way, but I thought it did.

That doesn't work. already tried.

@Reborn:

I don't use a server. I'm a mapper and know 0 about servers or the renegade server programmes but thx for help^^

I want to place custom spawners in my map (in the Leveleditor).

Edit: @ALL who only read this post of the discussion. Read the first post of mine and than reply. I don't want to explain the problem again why I have problems with creating "custom spawners".

Subject: Re: Character Change after Spawn
Posted by [bisen11](#) on Sun, 05 Aug 2007 19:31:53 GMT
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Do what white dragon said, except I doubt it would matter what you attach it too. I've never tried that script myself but I assumed you attached it to the spawner rather than anything. But if that's the case then just attach it to like a daves arrow or anything that can't be destroyed. You could even attach it to something then put whatever that is underneath the map so that no one can get to it and destroy it.

Subject: Re: Character Change after Spawn
Posted by [Tunaman](#) on Sun, 05 Aug 2007 21:29:38 GMT
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[post removed]

Subject: Re: Character Change after Spawn
Posted by [DL60](#) on Mon, 06 Aug 2007 14:49:01 GMT
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I attached the script to a signalflare an placed it somewhere in my map but that doesn't work.

Subject: Re: Character Change after Spawn
Posted by [reborn](#) on Mon, 06 Aug 2007 15:53:02 GMT
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Did you fill in the input parameters of the script, or just attach it?

Subject: Re: Character Change after Spawn
Posted by [DL60](#) on Tue, 07 Aug 2007 14:51:19 GMT
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@Reborn: I filled in the parameters.
