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Subject: Random character spawn.

Posted by [Spyder](#) on Sun, 26 Aug 2007 09:25:12 GMT

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I am making a server side mod for a friend of mine and he wants his mod that way that players spawn a random character, like st0rm co-op has on some maps. Like you spawn, you go through a script zone and you get a random character like a flamer, engine, soldier, rocket trooper etc. I have been searching the scripts, but I can't find it. Is there anyone that has recently used this script and can tell me what it is?

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Subject: Re: Random character spawn.

Posted by [AoBfrost](#) on Sun, 26 Aug 2007 15:56:29 GMT

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Well, I remember in our server we have the script, we created a new section where after you spectate, you spawn as a random character from a list built into ssaow, if I remember, you build the list in aow.cpp or something, I dont remember much, I didnt look much at ssaow, last time I tried modding something was for ssgm. You might want to look at the random character crate scripts, it's in aow.cpp i think, maybe in main.cpp i dont remember for ssaow, anyways, the script that spawns you as a character from that list (the random char crate list) then you might be able to use that in your spawner list.

Are you making it so when you die you spawn as a new character rather than gdi soldier?

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