
Subject: Bot script

Posted by [Gen_Blacky](#) on Sun, 20 Jul 2008 02:15:47 GMT

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is there a script so when you enter a script zone bots will spawn

Subject: Re: Bot script

Posted by [_SSnipe_](#) on Sun, 20 Jul 2008 02:29:16 GMT

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may be wrong but

have a script where when you pass thru a zone sends a message to a custom and that message on the script that allows it to send another custom amount of times...then the last custom have it (and heres where i may be more wrong) create a spawner or creat and object

Subject: Re: Bot script

Posted by [bisen11](#) on Sun, 20 Jul 2008 05:51:28 GMT

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You set up the bot and when you make the spawner for it, you click the box that says starts disabled. You then make a script zone and use a script called something like enable spawner on enter. And you then tell it the ID of the spawner.

Subject: Re: Bot script

Posted by [LR01](#) on Sun, 20 Jul 2008 16:15:40 GMT

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GHT_Enable_spawner_on_enter?
ow, I used that some times

Subject: Re: Bot script

Posted by [_SSnipe_](#) on Sun, 20 Jul 2008 17:32:54 GMT

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bisen11 wrote on Sat, 19 July 2008 22:51 You set up the bot and when you make the spawner for it, you click the box that says starts disabled. You then make a script zone and use a script called something like enable spawner on enter. And you then tell it the ID of the spawner.
naw that makes all spawns of that type come at once not just one bot...unless thats what u want?
