
Subject: Question about spawns - mainly directed to jonwil

Posted by [Spoony](#) on Thu, 26 Nov 2009 04:53:53 GMT

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I remember Jonwil saying you were going to revise the way it's decided where you spawn - can you give me details of what you mean by that?

as you know the clanwars league is now very active and competitive, and spawns are often very important. i'd like to know the facts please

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [StealthEye](#) on Thu, 26 Nov 2009 10:40:08 GMT

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Random, as was intended. What other details do you need? :s Which random number generator we're using?

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Hitman](#) on Thu, 26 Nov 2009 11:00:19 GMT

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everytime i suicide in the beginning of a map, i 75% procent of the time spawn at exactly the same pt lol ;/

pretty cool

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [EvilWhiteDragon](#) on Thu, 26 Nov 2009 13:37:44 GMT

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Hitman wrote on Thu, 26 November 2009 12:00everytime i suicide in the beginning of a map, i 75% procent of the time spawn at exactly the same pt lol ;/

pretty cool

That is now fixed...

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Spoony](#) on Thu, 26 Nov 2009 15:51:55 GMT

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StealthEye wrote on Thu, 26 November 2009 04:40Random, as was intended. What other details do you need? :s Which random number generator we're using?

so are you saying that after the patch you'll have an equal chance of spawning at each structure?

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [StealthEye](#) on Thu, 26 Nov 2009 16:14:59 GMT

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As long as there are an equal amount of spawners per building, obviously. The chance you spawn in one of the buildings is not affected by this, only the order has been changed from semi-random (it was somewhat predictable) to fully random. I have no idea whether you would like to have equal chances to spawn in either building, but that's technically hardly possible because afaiak there's no real connection between the PT and the building.

You can better ask more specific questions though, because I'm only guessing what you wanted to know in the first place now.

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Spoony](#) on Thu, 26 Nov 2009 17:51:13 GMT

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k, so what you're saying is basically this... let's say there were 5 spawn spots in the hand, 2 in the ref, 2 in the pp and 1 in the airstrip (pulling these numbers out of my ass here). you'll have a 50% chance of spawning in the hand, 20% in the ref etc?

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Hitman](#) on Thu, 26 Nov 2009 18:01:33 GMT

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THATS NOT THE ONLY THING THAT U PULLED OUT YOUR ASS RECENTLY IS IT LOL

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [EvilWhiteDragon](#) on Thu, 26 Nov 2009 18:37:13 GMT

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Spoony wrote on Thu, 26 November 2009 18:51k, so what you're saying is basically this... let's say there were 5 spawn spots in the hand, 2 in the ref, 2 in the pp and 1 in the airstrip (pulling these numbers out of my ass here). you'll have a 50% chance of spawning in the hand, 20% in the ref etc?
obviously..

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Wiener](#) on Thu, 26 Nov 2009 19:08:59 GMT

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just curiosity.. how many spawn points does the ref have... I spawned 3 times in a row in there on suicides 3 days ago

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Spoony](#) on Thu, 26 Nov 2009 20:49:15 GMT

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in that case, could somebody post a list of where all the spawn points are on all the default westwood maps? i'd be interested to see that.

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [StealthEye](#) on Thu, 26 Nov 2009 22:59:30 GMT

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Just open the level files using leveledit to see where which spawns are, it can even differ per map (not sure whether it actually does though).

Afaik it's usually about 4 spawns per PT or something, so more PT's is more spawns. I don't know whether this is always the case though; it may be that some PTs have more and some PTs have less spawners.

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Jamie or NuneGa](#) on Fri, 27 Nov 2009 02:34:01 GMT

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yesterday on walls ground, 14 pp spawns out of 17 spawns :/

harsh times

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Spoony](#) on Fri, 27 Nov 2009 02:44:34 GMT

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i couldn't fathom why you had so many deaths. i thought i wasn't seeing it right.

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [Hitman](#) on Fri, 27 Nov 2009 13:03:50 GMT

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Nune wrote on Thu, 26 November 2009 20:34yesterday on walls ground, 14 pp spawns out of 17 spawns :/

harsh times
no countin em plx

Subject: Re: Question about spawns - mainly directed to jonwil
Posted by [jonwil](#) on Sat, 28 Nov 2009 09:21:31 GMT

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The code is now fully random for all spawners powerup and human. As in, there is an equal chance that any given spawner will be picked.

This means that assuming the code is free of bugs, it will no longer keep picking the same spawner again and again (especially noted for powerup and crate spawners)

Subject: Re: Question about spawns - mainly directed to jonwil
Posted by [Goztow](#) on Sat, 28 Nov 2009 09:37:30 GMT

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Remind me: can spawners be added server side?

Subject: Re: Question about spawns - mainly directed to jonwil
Posted by [Jamie or NuneGa](#) on Sat, 28 Nov 2009 10:36:59 GMT

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Spoony wrote on Fri, 27 November 2009 02:44i couldn't fathom why you had so many deaths. i thought i wasn't seeing it right.

I got annoyed so at start so decided to keep remotng myself until I spawned good.

Subject: Re: Question about spawns - mainly directed to jonwil
Posted by [nopol10](#) on Sat, 28 Nov 2009 23:26:44 GMT

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Goztow wrote on Sat, 28 November 2009 17:37Remind me: can spawners be added server side?

Yes, that's how servers with custom modes (Co-op, sniper, etc) get you to spawn in non-default spawn locations.

Subject: Re: Question about spawns - mainly directed to jonwil

Posted by [CarrierII](#) on Sun, 29 Nov 2009 10:13:50 GMT

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nopol10 wrote on Sat, 28 November 2009 23:26Goztow wrote on Sat, 28 November 2009 17:37Remind me: can spawners be added server side?

Yes, that's how servers with custom modes (Co-op, sniper, etc) get you to spawn in non-default spawn locations.

And the fix Hex (IIRC) released for City as the GDI rax in City has no spawns.
