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Subject: how do you change the startup spawner characters?

Posted by [shippo](#) on Tue, 15 Dec 2009 15:29:10 GMT

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basically how do you change the characters for the nod and gdi startup spawner from a mingunner to another character? I have tried changing the "SpawnerDefinitionIDlist" (pick Presents) but this does not work. in game i still spawn as a minigunner.

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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Tue, 15 Dec 2009 16:53:05 GMT

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If you are running SSGM for your FDS then the following keys can be found in SSGM.ini:

SpawnChar0=CnC\_Nod\_MiniGunner\_0

SpawnChar1=CnC\_GDI\_MiniGunner\_0

That key uses this function:

```
void Change_Spawn_Char(int Team,const char *Name);
```

```
void Change_Spawn_Char(int Team,const char *Name)
```

```
{
  if (strlen(Name) > 24)
  {
    return;
  }
  else if (!Team)
  {
    memcpy((void*)SpawnCharNod,(void*)Name,24);
  }
  else if (Team == 1)
  {
    memcpy((void*)SpawnCharGDI,(void*)Name,24);
  }
}
```

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Tue, 15 Dec 2009 21:58:22 GMT

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If your doing it server side go with what reborn said, if your making a map or mod there is a script that john will did that pokes buys a new char for 0 \$'s that can be put on a script zone all, and put your spawner in it every time you spawn you will buy that new char

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Subject: Re: how do you change the startup spawner characters?

Posted by [shippo](#) on Tue, 15 Dec 2009 22:21:48 GMT

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I'm not using server side or atleast I don't think so, I make maps for my friends and me to play in on non ladderred games.

as for the scripting, I am not a pro at it what option/present would that be under to change?

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Tue, 15 Dec 2009 23:46:49 GMT

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shippo wrote on Tue, 15 December 2009 16:21 I'm not using server side or atleast I don't think so, I make maps for my friends and me to play in on non ladderred games.

as for the scripting, I am not a pro at it what option/present would that be under to change? you don't have to be a pro, do you have john wils LE or did you just download and install? and do you have scripts 3.4.4?

If so i can make a video to show you how to do it, but i don't use a mic i use notepad ^^

also if you have xfire or msn or even yahoo i can help you faster, than posting.

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Subject: Re: how do you change the startup spawner characters?

Posted by [Gen\\_Blacky](#) on Wed, 16 Dec 2009 00:25:34 GMT

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shippo wrote on Tue, 15 December 2009 17:21 I'm not using server side or atleast I don't think so, I make maps for my friends and me to play in on non ladderred games.

as for the scripting, I am not a pro at it what option/present would that be under to change?

just use ssgm to change the default spawn char or you can use leveledit

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Wed, 16 Dec 2009 00:45:10 GMT

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Gen\_Blacky wrote on Tue, 15 December 2009 18:25shippo wrote on Tue, 15 December 2009 17:21I'm not using server side or atleast I don't think so, I make maps for my friends and me to play in on non ladderred games.

as for the scripting, I am not a pro at it what option/present would that be under to change?

just use ssgm to change the default spawn char or you can use leveledit he just said he is not running a server.....

there for ssgm is useless to him,ssgm only works when you are running a server if you are not running a server then there is nothing you can do with ssgm.

or did you post that to try and get your post count up?

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Subject: Re: how do you change the startup spawner characters?

Posted by [shippo](#) on Wed, 16 Dec 2009 01:24:08 GMT

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Distrbd21 wrote on Tue, 15 December 2009 17:46

you don't have to be a pro, do you have john wils LE or did you just download and install? and do you have scripts 3.4.4?

If so i can make a video to show you how to do it, but i don't use a mic i use notepad ^^

also if you have xfire or msn or even yahoo i can help you faster, than posting.

I have scripts 3.4.4 installed and I downloaded my LE from blackhand studios

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Wed, 16 Dec 2009 01:32:06 GMT

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oh can't find it there but i'm downloading it again reformated pc.

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Subject: Re: how do you change the startup spawner characters?

Posted by [Gen\\_Blacky](#) on Wed, 16 Dec 2009 03:13:18 GMT

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then just do it with leveledit so you don't have to mess around with scripts

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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Wed, 16 Dec 2009 08:38:52 GMT

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He has repeatedly asked for the present name in level edit that changes the spawner for the team. By 'present' I am assuming he means preset. There was someone else who made that typo time and time again, but I forget who it was...

I have not used level edit in some time, but it's somewhere around the start-up spawner list. There's Four entries if I remember correctly, the renegade spawner, an engineer spawner, then the GDI and Nod spawners.

Someone will no doubt post a screenshot of where it is, but I am at work now and cannot. If no one else does so by the time I get home, then I will do it then for you.

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Subject: Re: how do you change the startup spawner characters?

Posted by [Gen\\_Blacky](#) on Wed, 16 Dec 2009 09:12:43 GMT

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you can not change the start up spawner list in leveledit it will just go back to default. Instead you have to change the name of the char you want to be the start up Character. so if you wanted the havoc to be the start up character you would change CnC\_GDI\_MiniGunner\_0

to a different preset name and set the havoc preset name to CnC\_GDI\_MiniGunner\_0. Same thing goes with nods default spawn preset. This is a dirty way to do it but its easy and it works.

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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Wed, 16 Dec 2009 09:40:41 GMT

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I didn't know that, 'memcpy((void\*)SpawnCharNod,(void\*)Name,24);' now makes more sense.

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Subject: Re: how do you change the startup spawner characters?

Posted by [shippo](#) on Wed, 16 Dec 2009 18:13:30 GMT

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The way I have gone about it is by going to spawners/startup spawners/GDI spawner +modify settings/presets/pick presets then add and remove the ones i want form the soldier presets list.

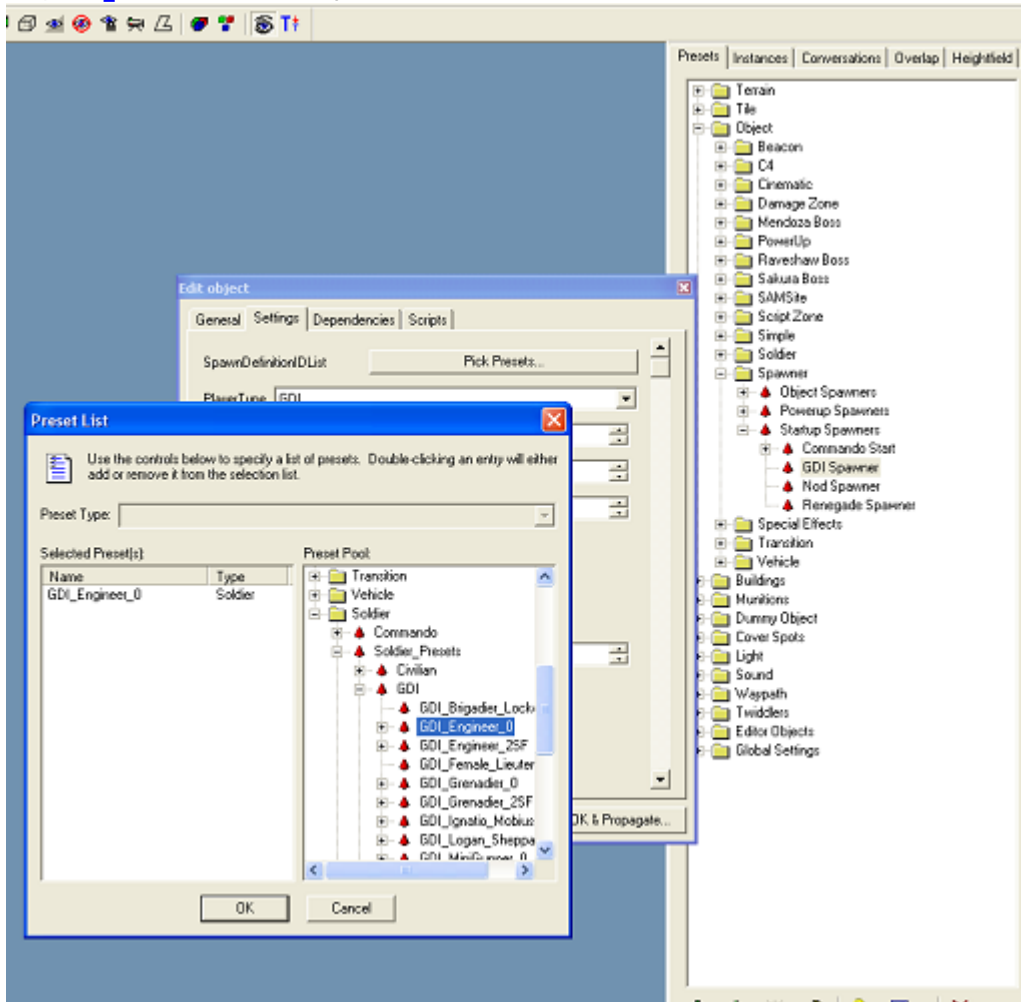
what happens is that in the LE it does change the character of the spawner, ex. it was a minigunner now it looks like an engineer

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however when i test it in multiplayer Lan I still spawn as a minigunner. is there a global setting or something I am doing wrong?

## File Attachments

1) [spawner.PNG](#), downloaded 82 times



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Subject: Re: how do you change the startup spawner characters?

Posted by [Omar007](#) on Wed, 16 Dec 2009 18:59:31 GMT

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You cant modify the spawner that way. It will always fall back to the default.

I have had this problem too while i was working on TR and i just changed the character i wanted to spawn with to `cnc_gdi_minigunner_0` or `cnc_nod_minigunner_0`

Afaik APB and Reborn did the same thing (Checked their objects )

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Wed, 16 Dec 2009 21:29:46 GMT

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I'm fixing to go back to work but when i get home tonight i will finsh the video of how to do it with the scripts.

All i need to know now is are you spawning them in a building or in a walk way they go out, or in the middle of the feild somewhere?

all this will help me show you away to set it up.

i get off in 4 hours.

---

Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Wed, 16 Dec 2009 21:43:38 GMT

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Distrbd21 wrote on Wed, 16 December 2009 16:29I'm fixing to go back to work but when i get home tonight i will finsh the video of how to do it with the scripts.

All i need to know now is are you spawning them in a building or in a walk way they go out, or in the middle of the feild somewhere?

all this will help me show you away to set it up.

i get off in 4 hours.

Your script zone idea is bad. Do not clutter his mind with this useless crap.

---

Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Thu, 17 Dec 2009 02:19:03 GMT

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reborn wrote on Wed, 16 December 2009 15:43Distrbd21 wrote on Wed, 16 December 2009 16:29I'm fixing to go back to work but when i get home tonight i will finsh the video of how to do it with the scripts.

All i need to know now is are you spawning them in a building or in a walk way they go out, or in the middle of the feild somewhere?

all this will help me show you away to set it up.

i get off in 4 hours.

---

Your script zone idea is bad. Do not clutter his mind with this useless crap.  
it is not bad i use it all the time....

it works good in a map or mod but not server side.

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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Thu, 17 Dec 2009 06:36:29 GMT

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Firstly, yes it is a bad idea. Secondly, even though it is a bad idea it still could be implemented server side. In fact it can only be implemented server side, as the script you are talking about is server side. Sure, the client can have it too, but unless that script zone and the script itself is on the map that the server has, it will never work. The client however, do not need it. Otherwise, don't you think someone would of edited there map by now on the client just to do something like that and joined the server so everyone else is like 'wtf?'.

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Thu, 17 Dec 2009 07:08:15 GMT

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firstly if you do not belive me here is a map showing that it can be done client side and secondly go back to your ssgm plugins because you have no idea what sricpts can be used on a map.

[http://dabomb.dsgaming.us/C&C\\_Chickens.zip](http://dabomb.dsgaming.us/C&C_Chickens.zip)

walk through the flares and you will become a chicken now tell me that it can't be done in a map...

---

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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Thu, 17 Dec 2009 08:14:38 GMT

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Distrbd21 wrote on Thu, 17 December 2009 02:08 firstly if you do not belive me here is a map showing that it can be done client side and secondly go back to your ssgm plugins because you have no idea what sricpts can be used on a map.

[http://dabomb.dsgaming.us/C&C\\_Chickens.zip](http://dabomb.dsgaming.us/C&C_Chickens.zip)

walk through the flares and you will become a chicken now tell me that it can't be done in a map...

You ungrateful piece of ignorant shit. You're so fucking stupid it's unreal.

If you have made a map with this change, then ofcourse if you use it to host, then it will work...

Because the map is being used as the server map. If you play it offline, just you in the server, then you are still hosting, therefore it's a server map.

Take that map, remove the zone and use that map as the server map on an FDS. Join the server with the map (the one with the zone) in your clients data directory, and it will not work.

Now look what you've done... You've been totally owned and made to look a total retard. Plus, now it's clear that you're an ungrateful fucking idiot, no one is going to want to help you. I certainly wont be.

There, I snapped. Had to happen one day I guess.

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Subject: Re: how do you change the startup spawner characters?

Posted by [Gen\\_Blacky](#) on Thu, 17 Dec 2009 09:08:01 GMT

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Reborn wins. Im sure reborn has more experience then you.

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Subject: Re: how do you change the startup spawner characters?

Posted by [shippo](#) on Thu, 17 Dec 2009 15:16:50 GMT

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to Distrbd21: its to spawn outside

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Thu, 17 Dec 2009 21:14:28 GMT

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shippo wrote on Thu, 17 December 2009 09:16to Distrbd21: its to spawn outside  
do you have msn, or xfire or yahoo?, it will help me faster and you faster to set it up for your map.

and i'm not gonna reply to you reborn because i will probly get kick for what i have to say to you,  
so leave it as what it is and say nothing else please and tank you.

---

---

Subject: Re: how do you change the startup spawner characters?

Posted by [shippo](#) on Fri, 18 Dec 2009 02:00:16 GMT

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I have yahoo's instant messenger or do you mean email?

both are email is shippo75@yahoo.com same for IM is shippo75

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what might be good is if you could make a you-tube vidoe of it and post it also here for others who have this problem too  
<http://www.renegadehelp.net/index.php?act=tutorials&id=286#291>

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Subject: Re: how do you change the startup spawner characters?

Posted by [raven](#) on Fri, 18 Dec 2009 06:52:34 GMT

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reborn has been nothing but helpful to you and this is how you treat him? He has so much more experience than you do yet you talk like that and think that this retarded idea of yours is better than his solution?

You're an even bigger idiot than you made yourself out to be in the rest of your posts.

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Subject: Re: how do you change the startup spawner characters?

Posted by [Distrbd21](#) on Fri, 18 Dec 2009 09:05:40 GMT

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shippo wrote on Thu, 17 December 2009 20:00I have yahoo's instant messenger or do you mean email?

both are email is shippo75@yahoo.com same for IM is shippo75

what might be good is if you could make a you-tube vidoe of it and post it also here for others who have this problem too

<http://www.renegadehelp.net/index.php?act=tutorials&id=286#291>

i will be adding you soon have alot of stuff i have to do.

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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Sat, 19 Dec 2009 11:32:04 GMT

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Shippo, stop listening to Disturbed. If you really must use level edit for this (you could still use scripts) then here's how you would do it...

Click me (music especially for the pleco lovers, Not suitable for work)

Obviously you would need to change this method a little to suit your needs, and whether or not you was distributing this via a map or not (temps file in .mix).

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