
Subject: Start up spawners in a .mix
Posted by [Titan1x77](#) on Wed, 03 Sep 2003 03:59:56 GMT
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Is there a script i can use to disable all weapons from the start up spawners? including bypassing the grant scripts...i want to make this a .mix but the spawners always default..as we all know.

only thing i thought of was grant the engineer a keycard to get out of a locked room....that way the start-up spawner cant leave the room.

unless i can attach a script to make all weapons 0 ammo.

Even then the engineers could let out the minigunners

Subject: Start up spawners in a .mix
Posted by [Sn1per XL](#) on Wed, 03 Sep 2003 04:06:02 GMT
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why dont u remove the weapons? and add ur own objects.ddb on ur .zip

Subject: Start up spawners in a .mix
Posted by [Titan1x77](#) on Wed, 03 Sep 2003 04:11:28 GMT
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it would effect every other map...besides renguard will not allow a objects.ddb in the folder.

Subject: Start up spawners in a .mix
Posted by [laeubi](#) on Wed, 03 Sep 2003 10:02:58 GMT
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You have to edit the standard Minigunner, make a new Tempreset of it and add a new Tmep Startupspanner preset...should work.

Subject: Start up spawners in a .mix
Posted by [dufis791](#) on Wed, 03 Sep 2003 12:15:53 GMT
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dont make it a .mix..... .pkg will prob work better, more freedom renguard wont ban nething in a .pkg, even if a cheet is in it, it dont give ne1 an unfair advantage, EVERY 1 HAS IT!! LMFAO

Subject: Start up spawners in a .mix
Posted by [pulverizer](#) on Wed, 03 Sep 2003 20:13:46 GMT
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dufis791dont make it a .mix..... .pkg will prob work better, more freedome renguard wont ban nething in a .pkg, even if a cheet is in it, it dont give ne1 an unfair advantage, EVERY 1 HAS IT!! LMFAO

renguard? wtf is that?

Subject: Start up spawners in a .mix
Posted by [Laser2150](#) on Wed, 03 Sep 2003 20:19:48 GMT
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dufis791dont make it a .mix..... .pkg will prob work better, more freedome renguard wont ban nething in a .pkg, even if a cheet is in it, it dont give ne1 an unfair advantage, EVERY 1 HAS IT!! LMFAO

LOL....

no.

- 1) what the hell you talking about?
- 2) how would you even know how renguard works?!?! it hasn't came out.
- 3) Cheet? and you can't run .PKG during game unless the server picks it. and funnier is that NORMAL maps can't run on .pkg files. :rolleyes:

God, i just used :rolleyes : , your stupid post made me use it!

Subject: Start up spawners in a .mix
Posted by [dufis791](#) on Wed, 03 Sep 2003 22:08:08 GMT
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they were talking bout how if it blocks the scrips.dds file or what ever. .pkg s dont use it, so .pkg s would still work, and like i said "cheats" in a .pkg dont give ne1 an advantage.....

Subject: Start up spawners in a .mix
Posted by [kopaka649](#) on Wed, 03 Sep 2003 22:30:22 GMT
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.pkg = zero bug

Subject: Start up spawners in a .mix
Posted by [dufis791](#) on Wed, 03 Sep 2003 22:59:58 GMT
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no..... ever played tib evo? all /pkg s i have dont have that

Subject: Start up spawners in a .mix
Posted by [Laser2150](#) on Wed, 03 Sep 2003 23:05:45 GMT
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play it then go to normal renegade (without closeing)
trust me, it will nail you.

Subject: Start up spawners in a .mix
Posted by [dufis791](#) on Wed, 03 Sep 2003 23:20:25 GMT
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lol, w/e

Subject: Start up spawners in a .mix
Posted by [Sn1per XL](#) on Thu, 04 Sep 2003 06:33:17 GMT
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dufis791lol, w/e

o.o stop the spamming this isnt a chat room

Subject: Start up spawners in a .mix
Posted by [Titan1x77](#) on Thu, 04 Sep 2003 21:08:01 GMT
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I tried a few scripts from m08 mission,Nothing I tried worked...Gen. Havoc,would you know which script I should look for and any parameter changes I should make to make them useable?

Subject: Start up spawners in a .mix
Posted by [Titan1x77](#) on Thu, 04 Sep 2003 22:31:45 GMT
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Just tried to remove the scripts from the solider and that wont even let me export...since it changes the object.dbb

Can anyone think of a way around this?

Subject: Start up spawners in a .mix

Posted by [General Havoc](#) on Mon, 03 Nov 2003 11:49:39 GMT

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Just found this topic and this is the same problem I'm trying to solve. So far we have tried everything and not solved it.

Both Dante and Laeubi had idea that they said "should" work but they don't. Dante's idea was about temping the spawner with the same name and using that on the maps, where as Laeubi's idea is changing the soldier and basically doing the same thing like Dante but neither work. The startup spawner seem to always get overridden.

Deleting the weapon preset the spawner uses such as C4 will work, the guy spawns without C4 but this only work in PKG as it reads that there is a preset missing from the objects.ddb and therefore it is omitted from anything that needs the preset (C4).

The only problem is the lack of the object.ddb with the MIX format, we have to make do with the temps20.ddb instead. Any ideas would be good as this seems an impossible problem to get around.

Subject: Start up spawners in a .mix

Posted by [JRPereira](#) on Tue, 04 Nov 2003 06:07:07 GMT

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Check the other topic - I had disabled this stuff in .mix without any problems (haunted house 1 and 2).

Subject: Start up spawners in a .mix

Posted by [spreegem](#) on Wed, 05 Nov 2003 00:52:12 GMT

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How would someone go about modifying the object.ddb file?

Subject: Start up spawners in a .mix

Posted by [General Havoc](#) on Wed, 05 Nov 2003 17:07:25 GMT

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One would use LevelEdit and stop messing with the objects.ddb. The objects.ddb only use is in a PKG file. You don't ever touch the object.ddb file except when deleting it to export to MIX.

Objects.ddb is the thing behind the zero bug and also the reason why this topic was made as we are stuck with using the temps20.ddb because the game wants to read from the object.ddb and ignore our settings.
