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Subject: Disabling C4 on Spawner?

Posted by [General Havoc](#) on Sat, 01 Nov 2003 20:57:04 GMT

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Does anyone know of a script that works in multiplayer and allows people to spawn without timed C4? Modifying the startup spawners in any way/shape or form doesn't seem to work in MIX format. On the other hand if you have got something to work in multiplayer without being in PKG format let me know.

Using PT's is not an option either. You will notice on ACK's Mars map that you can only jump high when you buy a character and you will never spawn with the high jumping as the game always seems to override spawner settings, but a script may be able to help.

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Subject: Disabling C4 on Spawner?

Posted by [Cpo64](#) on Sat, 01 Nov 2003 23:26:25 GMT

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What about instead of changing the spawner, changeing the C4?

Just a thought

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Subject: Disabling C4 on Spawner?

Posted by [General Havoc](#) on Sun, 02 Nov 2003 13:11:21 GMT

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Hmm good idea. If timed C4 doesn't exist then no one can use it, good idea, i'll try it

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Subject: Disabling C4 on Spawner?

Posted by [General Havoc](#) on Sun, 02 Nov 2003 17:27:33 GMT

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Hmm doesn't work as you need to delete the C4 preset or at least temp it. There is no way as far as I know to get the spawner to use the temp one. Unless there is a way of overriding them with a temp.

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Subject: Disabling C4 on Spawner?

Posted by [JRPereira](#) on Tue, 04 Nov 2003 05:37:51 GMT

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Actually, I had overridden the spawns with temped ones in hh1 and 2. I can't remember exactly how I did it as it'd been a long time since I've played renegade let alone done any mapping - but it was something to the effect of editing the menu presets (temp the existing ones) plus deleting the

existing soldier entries and replacing them with temps of the originals.

Also, temp spawners and temp presets to spawn have worked fine for me but I haven't specifically tried them with player-controllable soldiers (only bots).

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Subject: Disabling C4 on Spawner?

Posted by [General Havoc](#) on Tue, 04 Nov 2003 09:33:58 GMT

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Yeah thats the problem we're having. Everyone says they should work but no one has actually got them to work in the situation they are needed in. Bot spawners are easy to mod, but Startup spawners are impossible by the looks.

It's only startup spawners that cause the problem. It's the fact that we can only use the temps20.ddb to make new objects in MIX and the spawners don't seem to want to obey any setting from that file. Temping the soldiers/C4 and everything is all very well but getting the spawner to read from the temps is impossible. It always gets overridden.

I'm still hoping there is some way around it, I'm sure I'll come to it if it's there.

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Subject: Disabling C4 on Spawner?

Posted by [laeubi](#) on Tue, 04 Nov 2003 09:53:20 GMT

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NEVER SAY NEVER!

Impossible is something that I don't know

I'll gve it a try when I'm back home

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Subject: Disabling C4 on Spawner?

Posted by [JRPereira](#) on Thu, 06 Nov 2003 19:43:08 GMT

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It's a shame my data cd still hasn't popped up or I'd give it a shot. I swear it's got to be under the carpet or in another dimension behind the bookcase or something.

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Subject: Disabling C4 on Spawner?

Posted by [Dante](#) on Thu, 06 Nov 2003 19:45:38 GMT

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the startup spawners are hard coded into the engine (look for yourself using a hex editor).

there is no way as you know to "edit" presets in a .mix, so changing anything about the startup spawner is impossible in a .mix, i beat my head over and over and over and over on this one.

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Subject: Disabling C4 on Spawner?

Posted by [General Havoc](#) on Thu, 06 Nov 2003 20:03:08 GMT

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Yeah I've messed around for hours with them and by now we've figured that that can't be modified in MIX. Is there anyway of making them read from the temps20.ddb? I know we can't modify them but is there a way we can override the C4 so that startup spawners read the settings from the temps20.ddb without actually touching the spawners.

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