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## Spawn points



This page gives mappers information on spawn points and the spawn system in Dystopia.

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### Spawns

Dystopia involves the use of spawn points to spawn players. These points can change control during objectives, changing the flow of the map during play, and allow players to respawn after death. Team spawn based on where they can legally spawn, defined as an Enabled spawn set to their team. When two or more legal spawns are available, Punks will spawn at the highest available SpawnID and Corps will spawn at the lowest available SpawnID. Although you can rely on this when mapping, it is considered good practice to disable all spawns except the ones in current use.

### Components of Spawn Points

Functional spawn points in a map consist of two required entities:

- A **dys\_spawn**, which controls spawning and can receive inputs.
- One or more **dys\_spawn\_points**, which spawns individual players and contains a built-in model.

Spawn points are usually placed in a room that the opposing team can not enter or shoot into and often may contain any mixture of **Jack-In-Points**, turrets, forcefields, ammo dispensers, and other useful objects.

### Using dys\_spawn

A **dys\_spawn** entity controls all the spawn points under its id. This makes for an easy spawn management system, since you only have to disable one entity instead of every individual spawn point.

### Key Values

Name: This is used to control the input/output of the entity.

Team: Set the initial team to Punks, Corps, or none.

SpawnID: This is what you use to select which spawn points are in its control. Numbered through PunksHQ(1) to 6, allowing you to have up to 6 spawn groups.

### Flags

Enabled: Tells the game if players can spawn at that point. It will enable all the spawns in its control. Although this may be overridden to prevent crashing—See below for details.

### Using the dys\_spawn\_points

A **dys\_spawn\_point** entity is the actual place where a player may spawn. It contains its own model that can be disabled, if desired.

### Key Values

Pitch Yaw Roll: Sets the orientation of the spawn pad. This is important since it also effects the orientation of the spawned player.

SpawnID: This will match the spawn point to the spawn controller (a **dys\_spawn** entity).

### Flags

Disable Model: This will disable the spawn pad model.

### Controlling Spawns

To properly change the spawns for both teams on an event, such as an objective gets captured, the first step is to send an output to the dys\_spawn you want to start using and enable it, and send another output to the dys\_spawn you no longer want any team to spawn at and disable it. Then send another output to the new dys\_spawn with a delay of 0.01 seconds, setting its team value to the team you want to spawn there. And finally send another output to the spawn you want to give to the other team settings its team value to the team taking over. Sound complicated? That's okay, I included a picture for you.

### Example

We have three dys\_spawn entities: spawn.1.controller, spawn.2.controller, and spawn.3.controller. spawn.1.controller is enabled and set to Punks, spawn.2.controller is enabled and set to Corps, and Spawn.3.controller is Disabled and set to None. On an objective capture, Corps will move to Spawn 3, Punks will move to Spawn 2, and Spawn 1 will become inactive. To accomplish this, first we disable spawn 1 and enable spawn 3 (Since we have to enable it to use it). Then after a brief delay of 0.01 seconds, we actually send the commands to change spawns by telling Spawn 3 it now belongs to Corps and telling spawn 2 it now belongs to Punks. Now you may be asking yourself, "Wait, where do punks spawn for that 0.01 second that their only spawn is disabled?" That's a good question. Punks do not have a legal spawn at this split second, and therefore will spawn at SpawnID 1 (PunkHQ), explained in slightly more detail further down.

Setting the old dys\_spawn to Disable is part of good mapping practice, as insurance that the spawn won't be used. Notice how first the new spawn is enabled, then 0.01 seconds later its team value is set. If there is no slight delay then the spawn will not properly change to the spawn area for that team.

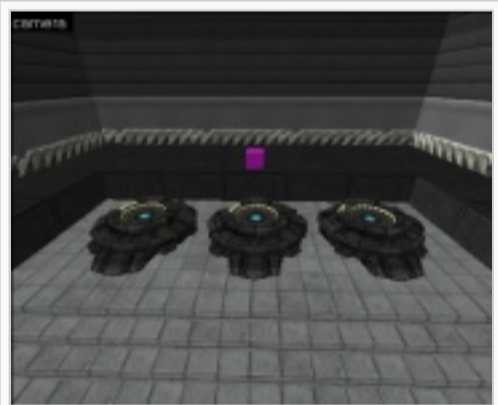
### Additional Information

Before v1.2 was released there was the common occurrence of maps crashing when a player spawns due to bugs in the spawn system. Most of these appear eliminated in 1.2 and thus you do not have to worry about them.

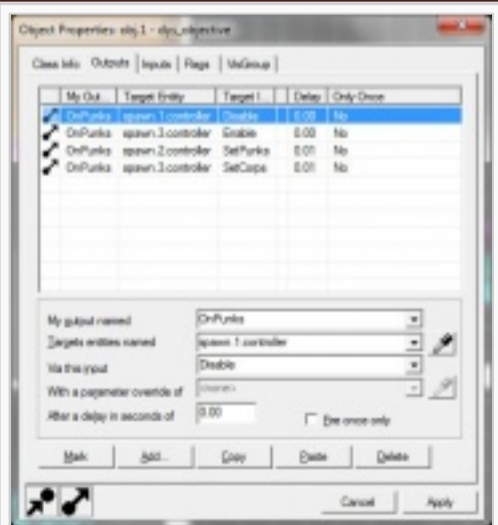
A side effect of bug fixing is that if a team can not find a legal spawn—that is, a spawn that is enabled and set to that team—then that team will spawn at SpawnID 1 (PunkHQ), no matter what its settings are, even if that means two teams spawning in the same room.

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A completed spawn point



The Outputs for a simple spawn change

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