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Subject: 2 spawner sets

Posted by [ghostSWT](#) on Sat, 02 Apr 2005 15:23:01 GMT

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First sorry to bring back kind of a dead topic but has anyone done this with success?

I tried temping a gdi spawner, with a setting it StartsDissabled. Then I place a regular gdi spawner on the map and the temped one few yard away. 2 script zones with GTH\_Enable\_Spawner\_On\_Enter one to enable and one to disable my temped soldier spawner. And no matter what i do the temped gdi spawner is always enabled. I tried adding a weapon spawn to the map just to see if the zones/script work and they do i can enable and disable weapon spawn without a problem but not a gdi soldier spawner. Can anyone help?

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