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Subject: Re: Neutral Spawners

Posted by [Kamuix](#) on Fri, 23 Sep 2005 01:50:10 GMT

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It wont, Unless i was to change the presets but if i did that since objects.aow wont work with the newer scripts i put in FDS, Everyone would get the 0 bug. I need to find an already existing spawner thats neutral, i looked for awhile i'm not sure there is one at all.

So in my maps i just throw a bunch of teleporters on the 0,0,0, pos, So that they teleport to where i wanted them spawned.:}

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