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.:}