danpaul88 wrote on Tue, 21 November 2006 13:15neutral spawners have to be done by editing the map.


You can change there team and teleport them via the .dll. I used to think it was the only way too, untill I found out just how difficult/impossible it is to do by editting the map.

You could just edit that script to teleport them too... and make them spawn high in the air (and attatch a no fall damage script to them too).