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Subject: Random spawning

Posted by [Spyder](#) on Thu, 14 Dec 2006 12:53:46 GMT

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As you know I am running my own small FDS. I am making a mod for it, but there are some problems I need help with. They're listed here:

- Spawn stealth suit on random when sbh get's killed.
- Always spawn laser rifle when sb get's killed.
- Beacons spawn so player's can pick them up after disarming.
- Double health ammount with regular scripts, when player picks up double damage icon.
- C4's spawn on disarm -> like remote c4 get's disarmed -> spawns just like the time an engineer get's killed.
- Crate and pickup ramjet -> 4/32 instead of 1/40.

Can someone please help me fix this, and ooh another thing:

Do I need to change all maps when I want to increase the harvesters driving speed?

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