Subject: Re: Help yet again plz this time its about teleporter's
Posted by Theboom69 on Tue, 19 Dec 2006 11:46:47 GMT

Theboom69 wrote on Tue, 19 December 2006 04:23How do i make it so like say GDI get's ejected from there base but nod and go into it?

Ok i figered that out now is there a way to make a becon spwan after somthing die's like say Flag cap's?