
Subject: Re: parachute spawn

Posted by [zunnie](#) on Sat, 27 Jan 2007 09:16:35 GMT

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Not sure about the parachute..

Temp a botspawner and under settings make it "StartsDisabled".

Create a script_zone_star somewhere and attach the script:

GTH_Enable_Spawner_On_Enter

SpawnerID: The ID of the botspawner on your map

Playertype: What team to trigger on (0=nod 1=gdi 2=any)

Enable: 0=disable 1=enable

When players enter the zone the bot will be enabled and will then spawn.
