
Subject: Re: Making Maps Part 2

Posted by [reborn](#) on Tue, 29 May 2007 11:13:41 GMT

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If all your other spawners are working, and the only ones that aren't are the defensive ones I would be tempted to say there is a line in your scripts.dll's source code that does something like this:

```
void M00_Disable_Transition::Created(GameObject *obj){  
  
    if (strstr(Commands->Get_Preset_Name(obj),"Nod_Turret_MP_Super")) {  
        Commands->Destroy_Object(obj);  
    }
```

But for all the defence vehicles.
