Camtasia studio is the best for that, look for it on http://www.google.co.uk

For the weapon spawners since i don't know what you're trying to do it in ill tell you the easiest way of doing it:

In the scripts.dll source, make a script that does:

```
void WepSpawner::Created(GameObject *Obj)
{
    Commands->Start_Timer(Obj, this, 0.0, 1);
}

void WepSpawner::Entered(GameObject *Obj, GameObject *Obj2)
{
    Commands->Start_Timer(Obj, this, 10.0, 1);
}

void WepSpawner::Timer_Expired(GameObject *Obj, int number)
{
    if(number == 1)
    {
        int rand = Commands->Get_Random_Int(0, 3); //for 4 powerups
        if(rand == 0)
        {
            Commands->Create_Object("POW_Railgun_Player", Commands->Get_Position(Obj));
        }
        if(rand == 1)
        {
            Commands->Create_Object("POW_VoltAutoRifle_Player",
Commands->Get_Position(Obj));
        }
        if(rand == 2)
        {
            Commands->Create_Object("POW_VoltAutoRifle_Player",
Commands->Get_Position(Obj));
        }
        if(rand == 3)
        {
            Commands->Create_Object("POW_TiberiumFlechetteGun_Player",
Commands->Get_Position(Obj));
        }
}
```

Then all you need to do is make a script zone and attach it. Much easier and you don't need any extra ddb / ldd files