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Subject: Re: Neutral Team Spawners

Posted by [Jerad2142](#) on Wed, 27 Jun 2007 14:59:35 GMT

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Neutral Spawners don't work. What you have to do is put a script zone at 0,0,0 that teleports you to a spot when entered.

Or if you want a random spawn, create a few power up presets that have "KAK\_Warp\_On\_Pickup" attached to them each to a different location. Then create a spawner that has all these new power up presets in its list. Give it a very low respawn time (like 0) and place it at 0,0,0. This method works way better because even if two people start the game at the same time the chances of them getting stuck together are very small as only one person can pick up the power up, so only one person will go to that spot. Oh ya, make the spawner spawn -1.

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