
Subject: Re: Character Change after Spawn
Posted by [DL60](#) on Sun, 05 Aug 2007 19:13:24 GMT
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Quote:

If you temp something (say, the spawning character, not the spawner itself) and give it the exact same name as the parent, doesn't it load the temp instead?
I can't remember if it works that way, but I thought it did.

That doesn't work. already tried.

@Reborn:

I don't use a server. I'm a mapper and know 0 about servers or the renegade server programs but thx for help^^

I want to place custom spawners in my map (in the Leveleditor).

Edit: @ALL who only read this post of the discussion. Read the first post of mine and than reply. I don't want to explain the problem again why I have problems with creating "custom spawners".
