
Subject: Re: Character Change after Spawn
Posted by [bisen11](#) on Sun, 05 Aug 2007 19:31:53 GMT
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Do what white dragon said, except I doubt it would matter what you attach it too. I've never tried that script myself but I assumed you attached it to the spawner rather than anything. But if that's the case then just attach it to like a daves arrow or anything that can't be destroyed. You could even attach it to something then put whatever that is underneath the map so that no one can get to it and destroy it.
