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Subject: Re: weapon Spawn

Posted by [reborn](#) on Sun, 18 Nov 2007 22:52:36 GMT

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Mod the "CnC\_Spawner\_Crate\_Weapon" uder spawner>object spawner>cnc\_spawnners.

Under the settings tab click on "pick presets".

This is the spawner used for the spawn weapons, so you can add more weapons to the random spawn, or take some away.

You will not have to edit the map this way.

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