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Subject: Re: [RELEASE] Nod Survival Map  
Posted by [fatalcry](#) on Sat, 22 Dec 2007 12:27:15 GMT  
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you can disable spawners on start so then they wont spawn, then just set up a JFW\_Enable\_Spawner on a script zone all to activate the waves, but not sure how you are going to do time spawnings but it sounds cool also i've setup a helicopter AI before make sure you put it on chase or hunt player something like that so it doesnt stay still

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