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Subject: Re: Now, stop dropping those tanks plz  
Posted by [Jerad2142](#) on Tue, 12 Feb 2008 02:07:00 GMT  
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bisen11 wrote on Mon, 11 February 2008 12:37Jerad Gray wrote on Mon, 11 February 2008 09:56Spawn an object with Test\_Cinematic attached to it.

That works too. Just make an object with that script attached to it. Then make the spawner and set and starts disabled. Then attach enable spawner on enter to the script zone and tell it to enable the spawner you placed. Using the spawner you can choose how many times it spawns. Incorrect, you would have to destroy the object after the cinematic was complete, or after someone left the zone to get it to run again if you set it to spawn more then once. Just setting its spawn limit up won't make it spawn multiple times.

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