
Subject: Re: Making spawned GDI/NOD Player spawners work
Posted by [a000clown](#) on Wed, 11 Mar 2009 00:11:41 GMT

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Just curious, but why don't you confirm if it works or not before reporting it?
It would waste a lot of the developers' time if people started reporting everything "they heard" with a lot of those reports turning out to be false...

I just tested this by creating a bunch of Nod spawners all over the map with:
Commands->Create_Object("NOD Spawner",position);
and it worked properly. Nothing to fix
