Subject: Re: how do you change the startup spawner characters?
Posted by Distrbd21 on Thu, 17 Dec 2009 02:19:03 GMT

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reborn wrote on Wed, 16 December 2009 15:43Distrbd21 wrote on Wed, 16 December 2009 16:29I'm fixing to go back to work but when i get home tonight i will finsh the video of how to do it with the scripts.

All i need to know now is are you spawning them in a building or in a walk way they go out, or in the middle of the feild somewhere?

all this will help me show you away to set it up.

i get off in 4 hours.

Your script zone idea is bad. Do not clutter his mind with this useless crap.
it is not bad i use it all the time....

it works good in a map or mod but not server side.