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Subject: Re: how to add startup spawners and spawners etc!!! help!

Posted by [crazfulla](#) on Sat, 03 Apr 2010 08:25:06 GMT

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he is referring to the player startup spawner, not a bot spawner

in the preset tree go to the following branch:

Object -> Spawner -> Startup Spawner

add 1 "GDI Spawner" and 1 "Nod Spawner"

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