
Subject: Renegade Like you never seen before (some pics)
Posted by [General Havoc](#) on Wed, 27 Aug 2003 22:49:10 GMT
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Dante: Is is a limitation (or bug) in the Renegade engine that startup spawners are not able to be modified? You could change them to start disabled or to spawn a mobius and not a normal soldier but it will always get overridden by the game in MIX format. This is why I sugested PT's for his map. Just wondering if you have come across this fault?
