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Subject: Re: Coopmap Ihavenoname

Posted by [iRANian](#) on Mon, 23 May 2011 15:55:06 GMT

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Couldn't you just write a script that destroys all spawners when it receives a custom and creates new spawners objects at the positions from the scripts params? Then you could use a bunch of scripts that send customs and write your own if you need more complex stuff.

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