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Subject: Re: Coopmap lhavenoname

Posted by [danpaul88](#) on Tue, 24 May 2011 06:51:48 GMT

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You can't add or remove spawners because they are part of the static level information. If zunnie has done it the way I would do it, he has a single set of spawners in a script zone which is setup to teleport you to one of the 'active' start points.

(Not had time to read through his code snippets yet)

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