
Subject: Re: I don't get it

Posted by [danpaul88](#) on Wed, 14 Nov 2012 22:27:41 GMT

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You don't need to temp the spawners at all.

You do this;

Use the stock spawners

Temp the infantry preset you want to spawn as, set it up as required

Temp a daves arrow, add the JFW_Change_Spawn_Character script twice, once for team 0 and once for team 1. The character parameter should be the name of your temp preset you want that team to spawn as.

Place ONE copy of the daves arrow on your map

Play
