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Subject: Disabling C4 on Spawner?

Posted by [Dante](#) on Thu, 06 Nov 2003 19:45:38 GMT

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the startup spawners are hard coded into the engine (look for yourself using a hex editor).

there is no way as you know to "edit" presets in a .mix, so changing anything about the startup spawner is impossible in a .mix, i beat my head over and over and over and over on this one.

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