
Subject: Ion cannon/nuke spawner
Posted by [Anonymous](#) on Wed, 16 Oct 2002 16:30:00 GMT
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I tried to make one and it only makes a depolyed one, i need a one where you can pick it up... anyone know where this is ?

Subject: Ion cannon/nuke spawner
Posted by [Anonymous](#) on Wed, 16 Oct 2002 19:02:00 GMT
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yeah id like to know also.

Subject: Ion cannon/nuke spawner
Posted by [Anonymous](#) on Wed, 16 Oct 2002 20:27:00 GMT
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Isn't it just object>beacon?

Subject: Ion cannon/nuke spawner
Posted by [Anonymous](#) on Thu, 17 Oct 2002 01:21:00 GMT
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I thought you could just make a Crate Spawner and add the beacon to it? I never tried a beacon spawner.

Subject: Ion cannon/nuke spawner
Posted by [Anonymous](#) on Thu, 17 Oct 2002 01:48:00 GMT
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just make a spawner with the beacon power up.

Subject: Ion cannon/nuke spawner
Posted by [Anonymous](#) on Thu, 17 Oct 2002 10:18:00 GMT
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Pysco i did but it cannot be picked up all you can do is disarm it.
