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Subject: Spawners are junked up!  
Posted by [Anonymous](#) on Thu, 17 Oct 2002 15:38:00 GMT  
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I got Nod spawners for AI to work but now GDI AI,HUMAN GDI, And HUMAN NOD spawners won't work!

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Subject: Spawners are junked up!  
Posted by [Anonymous](#) on Thu, 17 Oct 2002 20:05:00 GMT  
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d@mn it man! change your sig! the arrow doesnt work! [ October 17, 2002, 20:06: Message edited by: DeafWasp ]

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Subject: Spawners are junked up!  
Posted by [Anonymous](#) on Fri, 18 Oct 2002 07:24:00 GMT  
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How about now?

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Subject: Spawners are junked up!  
Posted by [Anonymous](#) on Fri, 18 Oct 2002 07:25:00 GMT  
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Gr \*\*\*\*it how about now?

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Subject: Spawners are junked up!  
Posted by [Anonymous](#) on Fri, 18 Oct 2002 09:31:00 GMT  
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I dont think U can mod the start up spawners.and sure Im a moron. LOL [ October 18, 2002, 09:33: Message edited by: garth8422 ]

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Subject: Spawners are junked up!  
Posted by [Anonymous](#) on Fri, 18 Oct 2002 15:14:00 GMT  
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quote:Originally posted by Laser2150:Gr \*\*\*\*it how about now?at least it looks like an arrow.

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