
Subject: weapon spawn

Posted by [Gen_Blacky](#) on Tue, 26 Sep 2006 18:37:38 GMT

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what script is used to make wepons spawn

Subject: Re: weapon spawn

Posted by [futura83](#) on Tue, 26 Sep 2006 18:57:27 GMT

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you don't need a script.

to get a spawner, go to object -> spawners and add/temp

select the settings tab, and select the power up you wish to spawn.

simple.

Subject: Re: weapon spawn

Posted by [Ryu](#) on Tue, 26 Sep 2006 19:22:37 GMT

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as the17doctor said

But if you hold CTRL+p you can make a spawner that spawns in meny different place's

positioning them were ever you like

Subject: Re: weapon spawn

Posted by [Gen_Blacky](#) on Tue, 26 Sep 2006 19:30:28 GMT

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i mean wepeon drop when you are killed

Subject: Re: weapon spawn

Posted by [jnz](#) on Tue, 26 Sep 2006 19:32:47 GMT

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you need ssaow

Subject: Re: weapon spawn
Posted by [Gen_Blacky](#) on Tue, 26 Sep 2006 19:37:51 GMT
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no u dont

i know some scripts but i dont like them

Subject: Re: weapon spawn
Posted by [Ryu](#) on Tue, 26 Sep 2006 20:08:35 GMT
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help-linux wrote on Tue, 26 September 2006 14:32you need ssaow

^ Is one option, I don't know the script you're talking about

Subject: Re: weapon spawn
Posted by [jnz](#) on Tue, 26 Sep 2006 20:13:32 GMT
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you dont need to do anythink but install it

Subject: Re: weapon spawn
Posted by [futura83](#) on Tue, 26 Sep 2006 20:29:16 GMT
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the script

M06_Thunder_Unit

drops a rocket launcher when an object dies

Subject: Re: weapon spawn
Posted by [Gen_Blacky](#) on Tue, 26 Sep 2006 23:09:42 GMT
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o ill try that
