Subject: Question about spawners:
Posted by R315r4z0r on Mon, 23 Oct 2006 02:39:20 GMT

Would it be possible for something like this:

A wall section, with an automated Gun emplacement on it, and it can be blown up and respawned freely. But, once the wall section the gun emplacement is on, the gun emplacement wouldn't spawn anymore.

Is that possible to make?

Subject: Re: Question about spawners:
Posted by Zion on Mon, 23 Oct 2006 03:06:09 GMT

Make the wall section and gun in the map to load with the map, then make a spawner to spawn the wall only.