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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 01:44:00 GMT

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where are the increase max halth/armor spwaners tha tare used in DM's the ones that look like keycards? all i can find is lil med boxes and armor suits

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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 06:31:00 GMT

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I'm interested in this too

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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 08:05:00 GMT

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Objects->Powerups->

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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 08:19:00 GMT

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They don't exist You have to make your own by temping the weapons spawner remove the weapons from the prest list and add the relivant power up preset to the list. I dont have level edit in front of me now so i can't go in to more depth, Good luck.

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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 08:21:00 GMT

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quote:Originally posted by Dante:Objects->Powerups->He's asking for the actual spawners, which you have to make yourself.

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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 08:26:00 GMT

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can i export it then as a mix file as well. or must it pkg then?

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Subject: where are the increase max health/armor spawners?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 08:40:00 GMT

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quote:Originally posted by -=[RVH]=- 3D4Free:can i export it then as a mix file as well. or must it pkg then?As long as you 'temp' the weapons spawner it will work in a .mix file.If you use 'add' it will only work in a .pkg

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