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Subject: Help please

Posted by [Anonymous](#) on Wed, 19 Feb 2003 13:11:00 GMT

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okay, I'm making a DM, and I want there to be weapons (obviously) and I want to know how to add spawning weapons that appear even when you convert it to .mixalso I would appreciate if anyone could tell me why the water in my map turns like a dark eww color when i play the map. I mean it looks fine in a cannon emplacement but as soon as the guy gets out it turns dark and stuff.I'd appreciate help, thanks.

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Subject: Help please

Posted by [Anonymous](#) on Wed, 19 Feb 2003 14:59:00 GMT

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#1, Objects->Spawners-> use those, NOT the powerup presets#2, try adding some light sources over the water if it don't look right, more then likely the light source is at an angle so that when you are walking around, you can't see it very well, but when the camera is slightly raised (i.e. in a gun emplacement) it looks fine

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