
Subject: weapon Spawn

Posted by [Gen_Blacky](#) on Sun, 18 Nov 2007 22:20:09 GMT

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can you add weapons to weapon spawns without editing map ?

Subject: Re: weapon Spawn

Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Nov 2007 22:39:51 GMT

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there already all weapon spawners POW..._Player

and i think you can add new POW's and change the WeaponID... but it will be not serversided

Subject: Re: weapon Spawn

Posted by [reborn](#) on Sun, 18 Nov 2007 22:52:36 GMT

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Mod the "CnC_Spawner_Crate_Weapon" uder spawner>object spawner>cnc_spawners.

Under the settings tab click on "pick presets".

This is the spawner used for the spawn weapons, so you can add more weapons to the random spawn, or take some away.

You will not have to edit the map this way.

Subject: Re: weapon Spawn

Posted by [Gen_Blacky](#) on Mon, 19 Nov 2007 01:16:21 GMT

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reborn wrote on Sun, 18 November 2007 16:52Mod the "CnC_Spawner_Crate_Weapon" uder spawner>object spawner>cnc_spawners.

Under the settings tab click on "pick presets".

This is the spawner used for the spawn weapons, so you can add more weapons to the random spawn, or take some away.

You will not have to edit the map this way.

Is CnC_Spawner_Crate_Weapon the default spawner placed around westwood maps ?

Subject: Re: weapon Spawn

Posted by [reborn](#) on Mon, 19 Nov 2007 05:57:51 GMT

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yeah
