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Subject: Looking For Script  
Posted by [\\_SSnipe\\_](#) on Sun, 25 May 2008 19:03:54 GMT  
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Would anyone happen to have a script or code for this coop map im making...that when you pass thru a spot....when you die you spawn there instead of the beginning of map? like multiply checkpoints

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Subject: Re: Looking For Script  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 25 May 2008 19:31:10 GMT  
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you need to do that with customs, when a player reches a zone it will create new spawners and remove old spawners..

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Subject: Re: Looking For Script  
Posted by [\\_SSnipe\\_](#) on Sun, 25 May 2008 19:40:43 GMT  
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kinda like the one u made with customs in that one map u sent me? so does it work with all players? or just one?

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Subject: Re: Looking For Script  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 25 May 2008 20:19:33 GMT  
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When FIRST Player enter the Zone it will do the "Customs" (add and remove spawners)

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Subject: Re: Looking For Script  
Posted by [\\_SSnipe\\_](#) on Sun, 25 May 2008 20:37:52 GMT  
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madrackz wrote on Sun, 25 May 2008 13:19When FIRST Player enter the Zone it will do the "Customs" (add and remove spawners)  
ok that will work

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Subject: Re: Looking For Script  
Posted by [\\_SSnipe\\_](#) on Mon, 26 May 2008 01:35:56 GMT  
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nvm

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