
Subject: Spawners

Posted by [T0tNI](#) on Sun, 24 Jan 2010 07:56:25 GMT

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Having some troubles me and my Friends. Looking @ level edit using health spawners such as...
1x 025 Health Spawner, 10x_025_Health_Spawner. Any idea why these crash the fds? PS:
scripting in lua & some C++ but keep this in lua.

What im trying to do is attach it to a Create_Object function.

```
Health = Create_Object("Invisible_Object", pos2)
```

```
Attach_Script_Once(Health, "100x 025 Health Spawner", "")
```

The spawner doesn't work or show. Is thier some setting in le that you need to edit for the spawners to show?

Subject: Re: Spawners

Posted by [Sladewill](#) on Sun, 24 Jan 2010 11:38:15 GMT

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you cannot create spawners in lua or C++ you can emulate them but thats all.

Subject: Re: Spawners

Posted by [T0tNI](#) on Sun, 24 Jan 2010 19:59:41 GMT

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Understood with a timer script that can be done, But is tehir a script to detect when the powerups are picked up o.o, then it respawns them with another timer or without another one
