Subject: Max armor/health increase
Posted by Titan1x77 on Sat, 15 Mar 2003 01:20:47 GMT
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i had asked this in the old forums and would like to know how to do this???

I want to have the health/armor increase in my DM map.

just like those keycards in other DM's

Subject: Max armor/health increase
Posted by Titan1x77 on Sat, 15 Mar 2003 01:36:50 GMT
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ok i figured it out

Object>Upgrade>POW medal armor/health

Then just use that for a preset in a spawner

On a Side note........How do i have something spawn for the 1st time say 10 mins into the game??

Subject: Max armor/health increase
Posted by Titan1x77 on Mon, 17 Mar 2003 22:24:11 GMT
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can someone explain how to delay the 1st spawn of the game?