
Subject: Vehicle Spawning

Posted by [RaWKeR15](#) on Sat, 22 Mar 2003 10:08:00 GMT

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I want to make a Seden spawn everytime it blows up, but I can't figure out how to do it. Can someone help me? I'm using Gmax and Commando Level Editor.

Subject: Vehicle Spawning

Posted by [General Havoc](#) on Sat, 22 Mar 2003 10:50:20 GMT

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Yeah this is pretty simple. Use "Add Temp" for MIX & PKG format. Use "Add" only for PKG format.

- 1) Load up your map in commando
- 2) Browse to Object > Spawner then click "add" or "add temp"
- 3) Type a name like "Seden Spawner"
- 4) Click the settings tab then the "Pick Presets" button
- 5) Browse to Vehicle > Civillian > Civillian_Seden01 > CnC_Civillian_Seden_01_Secret and double click it.
- 6) make sure thats the only name listed in the left panel, double click to remove ones that you don't need.
- 7) Select a "player type" from the settings tab
Set a "spawn max" or -1 for unlimited
- 9) Set a "spawn delay" in seconds between a new one spawning
- 10) Set a "spawn delay variation" if you want the respawn time to vary
- 11) click "ok" and make it on your map
- 12) Finished

_General Havoc
