Subject: where are the increase max health/armor spawners?
Posted by Anonymous on Wed, 19 Feb 2003 08:40:00 GMT

quote:Originally posted by -=['RVH']=- 3D4Free:can i export it then as a mix file as well. or must it pkg then?As long as you 'temp' the weapons spawner it will work in a .mix file.If you use 'add' it will only work in a .pkg