Subject: Re: spawner help
Posted by reborn on Sat, 16 Jun 2007 12:56:51 GMT

ferkhat wrote on Sat, 16 June 2007 08:49i already triend doing with the zone things but some times it does not work

You are most likely missing a few start up spawner positions or something, but I would try my idea as it would remove the need for the zone completely (all maps, all spawners is allot of zones to have to add) and handle it all with only a few lines added to SSAOW source code.