Subject: 2 spawner sets
Posted by Spike on Mon, 28 Jul 2003 05:26:30 GMT
View Forum Message <> Reply to Message

I was wondering if it would be possible to do this -

Im making a beach assult type map where gdi has just landed (on the beach :rolleyes:) and are trying to take out a large nod camp, so they have to run up the beach and lay a beacon on the ped

Here is the question - I want it so when u spawn on gdi, you will spawn on the boats, but i also want it so when u get to the sea bed, the spawners at the water will disable and spawners at the beach will enable - like a checkpoint.

Can this be done, any help would be much appricated (cant spell :rolleyes:)