Subject: Spawners

Posted by T0tNl on Sun, 24 Jan 2010 07:56:25 GMT

Having some troubles me and my Friends. Looking @ level edit using health spawners such as...
1x 025 Health Spawner,10x_025_Health_Spawner. Any idea why these crash the fds? PS: scripting in lua & some C++ but keep this in lua.
What im trying to do is attach it to a Create_Object function.
Health = Create_Object("Invisible_Object", pos2)
Attach_Script_Once(Health, "100x 025 Health Spawner", "")

The spawner doesen't work or show. Is thier some setting in le that you need to edit for the spawners to show?