okay, I'm making a DM, and I want there to be weapons (obviously) and I want to know how to add spawning weapons that appear even when you convert it to .mixalso I would appreciate if anyone could tell me why the water in my map turns like a dark eww color when i play the map.  I mean it looks fine in a cannon emplacement but as soon as the guy gets out it turns dark and stuff.I'd appreciate help, thanks.