
Subject: PKG > MIX

Posted by [Anonymous](#) on Sat, 25 Jan 2003 18:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

As long as the spawner is a Temp then it shouldn't matter what the settings are, it'll still work. In my map C&C_WasteFacility_DM nearly all the weapon spawners are temps and I was able to set their spawn times to whatever I wanted.
