
Subject: Making a Spawn at random place
Posted by [zunnie](#) on Sun, 27 Mar 2005 12:12:37 GMT
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I think you have to lower "SpawnDelayVariation" then or "GotoSpanwnerPosProirity" - not entirely sure but if you lower these values to like 15.000 it will cycle more through the available powerups and the different locations it could spawn.

You have to 'temp' the spawner then though, else it will use the servers default spawner timer setup etc.
