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Subject: Re: LE - Unteamed Spawner

Posted by [WNxCABAL](#) on Fri, 16 Dec 2005 23:06:37 GMT

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hey, the -1/-2 thing worked with the renegade spawner, but I'm a little affraid that those who host the map with the teleport script and if they don't run JW's scripts, it won't work...

But good advise!

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