
Subject: Re: Neutral Spawners
Posted by [Zion](#) on Thu, 06 Jul 2006 13:38:47 GMT
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Kamuix wrote on Thu, 22 September 2005 21:50: Nevermind it says object ID. But I still don't know what it does.

This method means that you can teleport to an object (a Dave's arrow or something) using its ID instead of a position. This object will have to remain in the map otherwise the teleporter won't work.

I use teleporters for when I own someone and they originally spawn underground, this means I can make them "spawn" where I want.

I've never understood what "renegade spawner" is for (not "commando spawner")? maybe that's for neutral players because in the missions there are neutral guys/gals like the servants and the first mates etc.
