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Subject: Re: how can i get it so that...

Posted by [futura83](#) on Tue, 22 Aug 2006 18:38:46 GMT

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actually, for the teleporter one you'd set the script zone at 0,0,0 and the daves arrow where you wanted the spawn.

problem is, people would still get stuck at the beginning of games as they'd go through the same spawner at the same time.

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