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Subject: Question about spawners:

Posted by [R315r4z0r](#) on Mon, 23 Oct 2006 02:39:20 GMT

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Would it be possible for something like this:

A wall section, with an automated Gun emplacement on it, and it can be blown up and respawned freely. But, once the wall section the gun emplacement is on, the gun emplacement wouldn't spawn anymore.

Is that possible to make?

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