

---

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 05:56:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

in renx would it be possible to make a giant box round the level (and as high as i want to spawn) with no col but obbox, and then use a script in le to fake falling col with it, so all i have to do is place the spawner in the box.

---