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Subject: Level Edit bug

Posted by [Gen\\_Blacky](#) on Tue, 01 May 2007 22:48:38 GMT

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You know when you go and change the default spawner from the minigunner\_0 to like a deadeye and can see your map spawner has changed to that char but when you export the map/mod it is still a o char why is that or is there another way to change default char.

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