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Subject: Re: destroy self

Posted by [crazfulla](#) on Fri, 22 Jun 2007 16:48:10 GMT

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Yes everytime a object spawns it has a different ID. The spawner has the same ID theroughout however. I am not sure if destroying the sapwner would help? I have had trouble trying to destroy harv spawners (to stop it respawning) when a refinery is destroyed.

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