
Subject: Re: C++ Help Needed
Posted by [jnz](#) on Sat, 23 Jun 2007 00:14:34 GMT
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All i can think of atm, because i don't think renegade supports white spawners.

create an invisible object where you want the spawner, then in the object create hook. Teleport anyone whos team != 1 or 0 to the invisible object.

You could make an array of GameObject *s and select one at random to teleport to.
