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Subject: Re: Editing Existing Code

Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 03:58:28 GMT

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heres something else i have a teleport command but every map is diffrent now heres the code string

Commands->Set\_Position(obj,"

how can i make it so it also moves it to where the renegade spawner is (objects>startup spawner's>renegade spawner

so like everytime i do the command it places the player in the spot where that spawner is on the map that i edit

any way of doing that?

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