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Subject: spawner

Posted by [CdCyBoRg](#) on Tue, 26 Jun 2007 13:33:19 GMT

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ok, just want to get something clear, It is possible to Add a spawner and its saved in the LDD file?

Cuz everytime i make a spawner, save it, put ldd in my data folder, run my fds, it loads 79% of map and the server crashes. Why is this?

Can someone make me a quick level that is Any terrain with a spawner on it that actually loads on a fds so i can test and see whats different to my ones so i know whats wrong!

Thanks in advance.

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