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Subject: Re: spawner

Posted by [IronWarrior](#) on Tue, 26 Jun 2007 14:32:15 GMT

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CdCyBoRg wrote on Tue, 26 June 2007 08:33ok, 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.

Did you change the objects.aow file?

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