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Subject: Re: Neutral Team Spawners

Posted by [Canadacdn](#) on Wed, 27 Jun 2007 14:56:34 GMT

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Sadly, there is no neutral spawner, so what you have to do is make a script zone with TDA\_Teleport\_Zone on it (Only for team neutral, though!) in the middle of the map, which is 0,0,0. This way when someone is on neutral, they will teleport to a location you have specified.

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