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Subject: Re: Need help finding a script  
Posted by [jnz](#) on Mon, 09 Jul 2007 14:19:22 GMT  
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```
Vector3 spawnpoints[100];
int nspawnpoints;
Vector3 lastspoint;
void MyScript::Created(GameObject *obj)
{
    if(Get_Team(Get_Player_ID(obj)) < 0)
    {
        int rand = Command->Get_Random_Int(0, nspawnpoints);
        while(spawnpoints[rand] != lastspoint)
        {
            rand = Command->Get_Random_Int(0, nspawnpoints);
        }
        lastspoint = spawnpoints[rand];
        Commands->Set_Position(obj, lastspoint);
    }
}
```

Remember, though, you need to do more than this. You need to get all the spawnpoints and make the header for the script.

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