
Subject: Random Generation

Posted by [General Havoc](#) on Wed, 09 Jul 2003 15:42:51 GMT

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As you may know that computers are unable to generate random things. However you can let it pick out of a group of things. You can make a spawner and set a list of items that may be spawned the more frequent the item appears in the list the more chance it has of being picked for spawn. It basically a weapon spawner except it can be nearly anything to spawn.

_General Havoc
