
Subject: Re: weapon Spawn

Posted by [Gen_Blacky](#) on Mon, 19 Nov 2007 01:16:21 GMT

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reborn wrote on Sun, 18 November 2007 16:52Mod the "CnC_Spawner_Crate_Weapon" uder
spawner>object spawner>cnc_spawnners.

Under the settings tab click on "pick presets".

This is the spawner used for the spawn weapons, so you can add more weapons to the random
spawn, or take some away.

You will not have to edit the map this way.

Is CnC_Spawner_Crate_Weapon the default spawner placed around westwood maps ?
