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Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Wed, 28 Nov 2007 20:00:08 GMT

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bisen11 wrote on Wed, 28 November 2007 12:21 I believe there's already a script that enables or disables spawners when a custom is sent to it. Also, a script that sends a custom when someone/something is killed/destroyed. So using both of those you could probably do that one idea.

I have tried for a very long time, and I have yet to actually get a spawner to disable.

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