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Subject: Re: [RELEASE] Nod Survival Map  
Posted by [Brandon](#) on Sun, 23 Dec 2007 18:06:40 GMT  
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Well, guess what, I've gotten the spawners to enabled and then after disable when I wanted it to. If you want a live demo let me know and I'll see what I can arrange.

Even Wilost0rm can enable and disable his spawners.

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