
Subject: Re: [RELEASE] Nod Survival Map
Posted by [Jerad2142](#) on Tue, 08 Jan 2008 07:51:16 GMT
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Webmas7er wrote on Sun, 23 December 2007 11:06Well, 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.
Make a tutorial.
