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Subject: Re: Question on level edit start spawn  
Posted by [Distrbd21](#) on Mon, 08 Sep 2008 17:28:21 GMT  
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Or you can just temp the nod and gdi spawn's and change the setting's on it to make it spawn them better than using a Dave's arrow. i only use those for Teleport Zones.

I'm going to get a step by step way of doing it the easy way.

let's see here i don't have renegade yet, I'm pretty sure people can add more to this Tut for you.

Start with your map go to object's spawner's GDI or NOD highlight and and click temp.

Now there is away to change what spawn's there.

So if anyone else would like to finish this be my guest because Like i said i don't have Renegade yet so i can't tell you exactly what to do next.

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