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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Sat, 19 Dec 2009 11:32:04 GMT

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Shippo, stop listening to Disturbed. If you really must use level edit for this (you could still use scripts) then here's how you would do it...

Click me (music especially for the pleco lovers, Not suitable for work)

Obviously you would need to change this method a little to suit your needs, and whether or not you was distributing this via a map or not (temps file in .mix).

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