
Subject: Start up spawners in a .mix

Posted by [Titan1x77](#) on Wed, 03 Sep 2003 03:59:56 GMT

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Is there a script i can use to disable all weapons from the start up spawners? including bypassing the grant scripts...i want to make this a .mix but the spawners always default..as we all know.

only thing i thought of was grant the engineer a keycard to get out of a locked room....that way the start-up spawner cant leave the room.

unless i can attach a script to make all weapons 0 ammo.

Even then the engineers could let out the minigunners
