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Subject: Disabling C4 on Spawner?

Posted by [General Havoc](#) on Sat, 01 Nov 2003 20:57:04 GMT

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Does anyone know of a script that works in multiplayer and allows people to spawn without timed C4? Modifying the startup spawners in any way/shape or form doesn't seem to work in MIX format. On the other hand if you have got something to work in multiplayer without being in PKG format let me know.

Using PT's is not an option either. You will notice on ACK's Mars map that you can only jump high when you buy a character and you will never spawn with the high jumping as the game always seems to override spawner settings, but a script may be able to help.

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