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Subject: Start up spawners in a .mix

Posted by [General Havoc](#) on Mon, 03 Nov 2003 11:49:39 GMT

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Just found this topic and this is the same problem I'm trying to solve. So far we have tried everything and not solved it.

Both Dante and Laeubi had idea that they said "should" work but they don't. Dante's idea was about temping the spawner with the same name and using that on the maps, where as Laeubi's idea is changing the soldier and basically doing the same thing like Dante but neither work. The startup spawner seem to always get overridden.

Deleting the weapon preset the spawner uses such as C4 will work, the guy spawns without C4 but this only work in PKG as it reads that there is a preset missing from the objects.ddb and therefore it is omitted from anything that needs the preset (C4).

The only problem is the lack of the object.ddb with the MIX format, we have to make do with the temps20.ddb instead. Any ideas would be good as this seems an impossible problem to get around.

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