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Subject: Disabling C4 on Spawner?

Posted by [JRPereira](#) on Tue, 04 Nov 2003 05:37:51 GMT

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Actually, I had overridden the spawns with temped ones in hh1 and 2. I can't remember exactly how I did it as it'd been a long time since I've played renegade let alone done any mapping - but it was something to the effect of editing the menu presets (temp the existing ones) plus deleting the existing soldier entries and replacing them with temps of the originals.

Also, temp spawners and temp presets to spawn have worked fine for me but I haven't specifically tried them with player-controllable soldiers (only bots).

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