
Subject: Re: LE Spawners

Posted by [Genesis2001](#) on Wed, 01 Aug 2007 22:39:31 GMT

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JFW_Enable_Spawner_Custom

Set the "Enable" value to '0' to disable. (Note, you'll need to have a dave's arrow send a message to either itself or another arrow)

(Check out my tutorial on RenHelp "Objectives in Multiplayer")

-MathK1LL
