This plug-in (designed for SSM2.02) is unfinished and un-supported. I was trying to replace the weapon spawns in renegade for a more exiting one. The plan was to hi-jack the current weapon spawns and delete them, then create a new spawner that changed it's appearance to random weapons, signifying that the weapon you picked up from it was random too. It also would of stopped SBH from picking it up too.
The only problem is that the objecthookcall doesn't catch spawners.
You could finish the plug-in, add the rest of the random weapon grants (I did three but didn't see the point in continuing) and then hook the weapon spawner by attaching the scripts to it in a objects.ddb mod. I did consider doing this, but with so many objects.ddb mods out there, it seemed futile.
If you want to finish this one off anyone, be my guess, or maybe you just want to have a look. I don't know.. Whatever, it just seemed pointless it sitting there never seeing daylight, maybe it might do someone some good some day...

UnfinishedWeaponSpawnPluginSourceCode.zip

Nice idea and Code, im also working on a re/spawner code that you can make everything to a respawner after a time or death (just like the settings on LE, JUST WITHOUT Objects.ddb editing)