

roblox

```
local replaceItems=Instance.new("Folder", game.ReplicatedStorage)
replaceItems.Name="ReplacableItems"
```

```
local partClone=workspace.Trees:Clone()
partClone.Name="Trees"
partClone.Parent=replaceItems
```

```
while false do
```

```
    if workspace:FindFirstChild("Trees") then
    else
        local respawnPart = partClone:Clone()
        respawnPart.Parent=workspace
    end
```

```
    wait(1)
```

```
End
```

Works

```
repeat
```

```
wait(4)
```

```
game.Workspace.Tree.Part1.Transparency = 1
game.Workspace.Tree.Part2.Transparency = 1
```

```
wait(1)
```

```
game.Workspace.Tree.Part1.Transparency = 0
game.Workspace.Tree.Part2.Transparency = 0
```

```
    game.Workspace.Tree.Part1.Position = Vector3.new(222.25, 25.583, -570.75)
```

```
game.Workspace.Tree.Part2.Position = Vector3.new(222.25, 15.667, -570.75)
```

```
print ("WORKED")
```

```
until false
```