Subject: Hravey spawning question
Posted by Anonymous on Mon, 27 Jan 2003 01:49:00 GMT

OK, I am makeing a infantry only map with the refer, I put the Tiberium field at 0,0,0 (XYZ). building controllers in place, carmaker, waypaths, GDI/Nod Tiber Scriptzones,pathfind gens, player spawners ect....the Harvey dosnt spawn at 0,0,0 (no air or weap on map). WTF did I screw up?do I need to add spawners?