
Subject: Re: bad Nod spawn location in HON on cnc_under.mix?

Posted by [ghostSWT](#) on Tue, 08 Nov 2005 19:50:10 GMT

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nope, not in the hand, but give me 5 more mins and I'll see if it's hiding somewhere in under.

Edit:

On under there are 42 nod spawner's and they all look like they are in valid positions.

But i guess they may have added a spawner after releasing the ".lvl files hosted on westwoods ftp."
