

---

Subject: Re: scripts.dll 2.4

Posted by [reborn](#) on Wed, 22 Feb 2006 21:10:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There are alot of spawn points in the westwood maps, the only time I can think of you getting that issue is if you was running a seriosuly huge server and everyone loaded at the same time. Or you was running a custom map with limited spawn points.

I added more spawn locations to the core-patch 2 maps, and spawn locations are controlled server side, so if you use these maps on your server then you will stand a reduced chance of this happening.

---