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Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Thu, 23 Feb 2006 17:41:39 GMT

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Reborn wrote on Wed, 22 February 2006 15:10 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 seriously 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.

NightRegulators !0wn Command

would be nice if NR had access to some kinda move function so i could make it so that they didnt have to spawn in the middle of the map all the time (and conflict and get stuck in the same spot!)

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