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Subject: Re: scripts.dll 2.4

Posted by [Napalmic](#) on Fri, 24 Feb 2006 20:24:10 GMT

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Nightma12 wrote on Fri, 24 February 2006 07:30 actually, team 2 goes to 0,0,0

but there's also team -1 + team -2

-1 = spawns on map (could do with a bit more variety instead of in the same place?)

-2 = same as -1, except base defences don't shoot

To add neutral spawn points, you use a Renegade spawner from Object->Spawners->Startup Spawners->Renegade Spawner and it works as a spawn point for team -1 and -2. Team -2 is true neutral, which is civilian, that's why base defences don't shoot.

The other Commando Spawner doesn't seem to do anything, and I don't think there's a spawner for team 2.

Hope this helps

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