
Subject: Re: Co-op problem
Posted by [Kamuix](#) on Mon, 24 Apr 2006 00:52:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [EX5.JPG](#), downloaded 885 times



The screenshot shows a configuration window for a spawn definition. At the top, there is a label 'SpawnDefinitionIDList' and a button 'Pick Presets...'. Below this, there are several settings:

- PlayerType**: A dropdown menu set to 'Nod'.
- SpawnMax**: A numeric input field containing '-1', which is circled in red.
- SpawnDelay**: A numeric input field containing '5.000'.
- SpawnDelayVariation**: A numeric input field containing '0.000'.
- IsPrimary**: An unchecked checkbox.
- IsSoldierStartup**: An unchecked checkbox.
- GotoSpawnerPos**: An unchecked checkbox.