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Subject: Re: Choosing Spawn Points...

Posted by [Renx](#) on Fri, 05 Jan 2007 23:59:05 GMT

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I'm sure it's entirely possible. What would be even easier is to just have a dialog appear with a button for each building, and you click the button that corresponds to the building you'd like to spawn in. Or have all players spawn in some set place, then clicking the button warps them to the building.

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