
Subject: Re: Pushing Renegade to the limits!
Posted by [IronWarrior](#) on Fri, 19 Jan 2007 16:26:26 GMT
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IWarriors wrote on Fri, 19 January 2007 06:38 There is enough spawns spots for everyone, you may start having problems if an entire team just dies all together, but still should be fine.

nopol10 wrote on Fri, 19 January 2007 03:43 Not really, I've seen people spawn in each other in APB.

Thats APB, mods fault.

Would edit my post but the edit button is missing...

Anyways, I opened Level Editor today and looked at Field there are 29 spawn points all together for GDI and 20 spawn points for Nod.

If a server is 100+ 50 players per side, shouldnt be too hard.

Could always add more spawns in LE, doesnt take long to do.
