
Subject: Re: [RELEASE] Nod Survival Map
Posted by [bisen11](#) on Sun, 23 Dec 2007 04:43:43 GMT
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MathK1LL wrote on Thu, 20 December 2007 08:12bisen11 wrote on Wed, 19 December 2007 17:10Webmas7er wrote on Tue, 18 December 2007 23:17The Survival Mode version will be server-side.

Server-side Edition is still in production and might be ready this weekend if I can figure out how to successfully enabled and disable my AI Bot Spawners. -_-

I know you can enable spawners but I'm not so sure you can disable them.

Read my post above...

Quote:JFW_Enable_Spawner_Custom

1st Param: ID of spawner
2nd Param: 1 or 0; binary-based. 1 = enabled; 2 = disabled

~MathK1LL

I'm aware, but I also posted that once in one of jon will's posts and he said he had never gotten a spawner to actually disable.
