
Subject: Re: [Release] SSDM + SSHTP full package
Posted by [EA-DamageEverything](#) on Sun, 27 Apr 2008 01:04:21 GMT
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The singleplayer maps only do have 1-4 spawnpoints, depending on what mission it is. NOD, GDI, Commando Start and Renegade. Therefore, Reborn hardcoded them inside the gmmain.cpp. So yes, the singleplayer maps are working fine. There are 32 spawnpoints inside the scripts for each map that is supported by the mod.

The mod uses its own spawnpoints instead of the leveledit ones. I didn't try this yet, but it COULD be possible using other multiplayer maps than supported because those usually do have enough spawnpoints. Either the server will crash or it will work...
