
Subject: Re: [Release] SSDM + SSHTP full package
Posted by [Lone0001](#) on Sun, 27 Apr 2008 02:30:21 GMT
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I've been testing it a bit and on the map Under you might want to fix or delete this spawn point:

And I noticed another one on Under that spawns you too high in the air causing you to die.

For M09 I notice there is a spawn in the UFO which is just as bad as spawning someone on top of the map if you ask me, unless you put a red card key in it or just give everyone a red card key when they spawn, I also notice about 80% of the spawns for that map spawn you too high and when you land you only have 25 health left.

EDIT: I've tested all the maps I think they are pretty good but I think the mutant should have the pistol lol.
