
Subject: Re: [Release] SSDM + SSHTP full package
Posted by [EA-DamageEverything](#) on Sun, 27 Apr 2008 15:03:23 GMT
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I wonder who did delete my topic description?

I haven't tested all the maps with every spawnpoint especially Under (I hate Under). For M10 (M09 isn't supported), I noticed only the one which spawns you up there. If you spawn inside the UFO, just walk out of it, you can easily walk thru the door. In some sp maps, I removed doors and gates. Although they still appear, you can walk thru them.

I will have a look to Under later, because it looks like the Z value is way too big.

I removed the Pistol (you can re-add it via ssgm.ini: WeaponStartOther - POW_Pistol_Player) because the Mutant is fitted with more than one weapon only. In a normal game, the Mutant will die before running out of ammo...

EDIT= After playing around with LE, getting coords by planting a signal flare near the position that matched yours as shown in the picture, I thought it could be spawnpoint 2 or 21. Unfortunately no, 21 is straight on the airstrip:

```
else if (RandomSpawn == 21 && Spawn21OK == true) {  
    Spawn21OK = false;  
    NewPos.X = -71.248f;  
    NewPos.Y = 105.247f;  
    NewPos.Z = -3.272f;
```

N# 2 would be:

```
else if (RandomSpawn == 2 && Spawn2OK == true) {  
    Spawn2OK = false;  
    NewPos.X = -69.257f;  
    NewPos.Y = -61.740f;  
    NewPos.Z = 23.378f;
```

But the picture shows something about X -6x.xxx, Y +69-84 and Z around 30-35 in height. So I didn't find any position that matches your buggy experience sorry.
