
Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Thu, 17 Dec 2009 08:14:38 GMT

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Distrbd21 wrote on Thu, 17 December 2009 02:08 firstly if you do not believe me here is a map showing that it can be done client side and secondly go back to your ssgm plugins because you have no idea what sricpts can be used on a map.

http://dabomb.dsgaming.us/C&C_Chickens.zip

walk through the flares and you will become a chicken now tell me that it can't be done in a map...

You ungrateful piece of ignorant shit. You're so fucking stupid it's unreal.

If you have made a map with this change, then ofcourse if you use it to host, then it will work... Because the map is being used as the server map. If you play it offline, just you in the server, then you are still hosting, therefore it's a server map.

Take that map, remove the zone and use that map as the server map on an FDS. Join the server with the map (the one with the zone) in your clients data directory, and it will not work.

Now look what you've done... You've been totally owned and made to look a total retard. Plus, now it's clear that you're an ungrateful fucking idiot, no one is going to want to help you. I certainly wont be.

There, I snapped. Had to happen one day I guess.
