Subject: Startup spwaners and blue tiberium
Posted by Anonymous on Wed, 26 Feb 2003 08:54:00 GMT
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I'd say 40 each side to me, Westwood normally put about 4 spawners per PT in main areas. although 25 does work if you have too few then you end up spawning inside each other.HINT: when you want to make copy of one object fast simply right click when your dragging the object, it will crete a copy on the sopt, useful when adding lots of spawners. (thanks to stonerook for this tip)HINT: use Ctrl+D to drop the spawner to the terrain floor. It will drop it to the height of the terrain at that point and will also allow you to drag the object around the map.

Subject: Startup spwaners and blue tiberium
Posted by Anonymous on Wed, 26 Feb 2003 12:58:00 GMT
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whats the minimum amount of spawers to place on a map?(50 player servers would need atleast 25 each side?) [February 26, 2003, 04:10: Message edited by: Titan1x77]

Subject: Startup spwaners and blue tiberium
Posted by Anonymous on Thu, 27 Feb 2003 05:05:00 GMT
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Also, I made Blue Tiberium texture with the WW green one, then edited it in Adobe. but if you want you can pull my texture from the C&C_Gardens map at cncammo.comor look for me on AIM Garth8422and I will send it to U.

Subject: Startup spwaners and blue tiberium
Posted by Anonymous on Fri, 28 Feb 2003 00:23:00 GMT
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i found a skin for the tibground but dont like it much since the ground is grey under the blue and doesnt blend well...Right now i have other issues with my map,which i hope to be fixed then i can worry about the blue tiberium.I'll extract it from the map once i fix my map,Thank you and ill make sure i credit you for it!!