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Subject: Spawning Point HELP

Posted by [Demon](#) on Sat, 01 Dec 2007 22:53:45 GMT

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Hey guys ive got a server! MWV 500 Sniper Server. And i want to have the spawning point at the beginning of the the tunnels on islands and canyon etc. Any help would be grateful!!

Regards Demon

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Subject: Re: Spawning Point HELP

Posted by [cpjok](#) on Sat, 01 Dec 2007 23:21:09 GMT

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i arnt good at stuff but you need LE and xcc mixer to edit the map and set the sppawners were you want them then you need xcc mixer to remove the ldd file and put new ldd file in

but if you did that you have to remove the other spawners and pts so they dont spawn in base

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Subject: Re: Spawning Point HELP

Posted by [cnc95fan](#) on Sat, 01 Dec 2007 23:41:45 GMT

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AFAIK there is a program called Redit, which converts .mix and .pkg to .lvl, find that program and use it to open it with LE.

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Subject: Re: Spawning Point HELP

Posted by [cpjok](#) on Sat, 01 Dec 2007 23:45:40 GMT

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i yeah i forgot about that there is a leveredit programm you need to use that first to convert it to LE so you can edit it

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Subject: Re: Spawning Point HELP

Posted by [Demon](#) on Sun, 02 Dec 2007 10:18:57 GMT

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Ok thanks guys im still abit unsure lol :S

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