Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by reborn on Wed, 09 Nov 2005 05:57:43 GMT

View Forum Message <> Reply to Message

Well I have to concur with GhostSWT, there isn't a bad Nod spawner in the hand of Nod on the .lvl files currently hosted on westwoods ftp. I have looked and looked and just can't find one. That isn't to say that it doesn't exist in the mix files that where originally on the installation CD.

Also, the spawn location couldn't be fixed via core-patch 1 as the spawn locations are controlled server side, not on the client.

To fix that the map would have to be distributed by say SSAOW.