Subject: Re: scripts.dll 2.4
Posted by pyroacidk on Thu, 23 Feb 2006 20:43:46 GMT
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As far as I know, the neutral team spawns on pos 0,0,0.

Possibly ask the corepatch map editors (with bhs approval) to add the spawn points to serverside maps.

It would be a small change, and people that didn't implement the the neutral team wouldn't see it, so it's not dangerous.

Possibly into the full corepatch2 release (serverside) or ask it to be added to cp3.

It will add better gameplay modes without having to redownload &/ edit maps.