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Subject: Re: Team Swich

Posted by [reborn](#) on Wed, 11 Oct 2006 12:35:54 GMT

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There is a spawn position for the neutral team on the map, however I have never found a way to add spawn positions for team neutral or move it from 0,0,0 using level edit.

The only way I have ever been able to do it is with defined spawn positions in the scripts.dll.

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