Subject: Re: Question about spawns - mainly directed to jonwil
Posted by jonwil on Sat, 28 Nov 2009 09:21:31 GMT

The code is now fully random for all spawners powerup and human. As in, there is an equal chance that any given spawner will be picked.

This means that assuming the code is free of bugs, it will no longer keep picking the same spawner again and again (especially noted for powerup and crate spawners)