
Subject: Re: Spawn points

Posted by [reborn](#) on Sat, 10 Apr 2010 18:50:45 GMT

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Open the .lvl file for the map (download them at game-maps.net) and then move the start-up spawners around.

Once you've done that, go "save-as" and save the lvl file somewhere. It will create a .lsd and .idd file. Put the .idd file in the data directory fo the server, then load the map. The spawn positions will be changed to wherever you moved them.
