Subject: Re: Coopmap Ihavenoname
Posted by iRANian on Tue, 24 May 2011 22:50:24 GMT
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The layout is starting to shape up pretty well. I could program up some code to do the checkpoint stuff and some scripts to make the amount of bots spawned be determined by player count, if you'd like to.

That's a nice way to work around it, danpaul. I was thinking about doing some 'dynamic' spawner logic for a few things, sadly it'll require maps designed for it then. :/