Subject: Re: New scripts 4.2 test build is now available
Posted by danpaul88 on Mon, 30 Mar 2015 10:30:10 GMT

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jonwil wrote on Mon, 30 March 2015 09:31
Fix crash if the game tries to spawn a soldier and cant find a spawner for them (e.g. if you do "team 1 -3" since no team -3 spawner exists)

On a related note, do you think it would be possible to modify LE to allow you to create spawners for teams other than GDI and Nod? I know a lot of the team logic doesn't work for other teams and I'm not asking for it to, but it would be nice to specify where on the map you want neutral players to spawn for special game modes.