Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by ghostSWT on Wed, 09 Nov 2005 08:49:32 GMT

Reborn wrote on Tue, 08 November 2005 21:57Also, the spawn location couldn't be fixed via core-patch...

Blazer is talking about the "Win32 FDS Server Side Patch" 37.8MB (scripts, maps, and some other crap)