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Subject: Re: bad Nod spawn location in HON on cnc\_under.mix?

Posted by [Blazer](#) on Wed, 09 Nov 2005 08:55:44 GMT

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Reborn wrote on Wed, 09 November 2005 00:57Well I have to concur with GhostSWT, there isn't a bad Nod spawner in the hand of Nod on the .lvl files currently hosted on westwoods ftp.

There is. Anyone who has played Renegade for any amount of time has experienced spawning in the Hand and falling into blue hell on both Field and Under.

Quote:Also, the spawn location couldn't be fixed via core-patch 1 as the spawn locations are controlled server side, not on the client.

To fix that the map would have to be distributed by say SSAOW.

Sorry, I should have specified SSCP1 and not CP1. Also SSCP1 actually only fixes the bad HON spawn point in Field, the one in Under will be in SSCP2 (not yet released).

Heres the list of map fixes that were in SSCP1:

Current WS Map Fixes:

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Field - B2B through mountain no longer works

Field - Removed bad spawn points for Nod (fall through the map bug)

Volcano - Several VIS (visibility errors) fixed

Walls - No longer able to drive vehicles onto the walls

Islands - B2B with MRLS no longer works

Islands - No longer able to shoot through tunnel walls

Mesa - Unable to walljump anymore

All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

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