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Subject: Re: is this a good idea...

Posted by [reborn](#) on Wed, 23 Aug 2006 18:41:20 GMT

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Most maps have a spawn point for neutral that is unusable, plus they only have one spawn point for neutral, so when people die and re-spawn, or when the map loads people will get stuck.

It is possible to change this, however you need to know how to code in c++.

I would suggest if you really wanna do this then you go over to the deadsix site and get the open source scripts that vloknboky made for deathmatch mode (incomplete i might warn you).

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