Subject: Re: [RELEASE] Nod Survival Map
Posted by Genesis2001 on Wed, 19 Dec 2007 20:15:25 GMT

Webmas7er wrote on Tue, 18 December 2007 21:17The Survival Mode version will be server-side.

Server-side Edition is still in production and might be ready this weekend if I can figure out how to successfully enabled and disable my AI Bot Spawners. -_-

JFW_Enable_Spawner_Custom

1st Param: ID of spawner
2nd Param: 1 or 0; binary-based. 1 = enabled; 2 = disabled

~MathK1LL