
Subject: Re: Server Side Death Match

Posted by [reborn](#) on Wed, 20 Feb 2008 20:08:34 GMT

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Zack wrote on Wed, 20 February 2008 15:02I can get you the source to zunnies "z_powerup" script that he made for SSCoOp when he was working on it. I'm in the progress of re-writing it though.

~Zack

I have the source code to all of Zunnies work, but I was thinking more of a pow_spawn_manager, similar to the actual spawn manager used in SSDM but rather for random POW's.

I guess I could be lazy and use the spawn locations that are already set up fo rhte player spawn positions.
