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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Thu, 17 Dec 2009 06:36:29 GMT

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Firstly, yes it is a bad idea. Secondly, even though it is a bad idea it still could be implemented server side. In fact it can only be implemented server side, as the script you are talking about is server side. Sure, the client can have it too, but unless that script zone and the script itself is on the map that the server has, it will never work. The client however, do not need it.

Otherwise, don't you think someone would of edited there map by now on the client just to do something like that and joined the server so everyone else is like 'wtf?'.

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