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Subject: Re: request - cityfly crate, and infantry ammo

Posted by [reborn](#) on Mon, 29 Nov 2010 21:53:56 GMT

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Hi, my name is Spencer, and I approve this release.

Server side plugin for SSGM. Just add the .dll to your server and add the entry YACWM to the plugin list in ssgm.ini.

When cityfly loads the first crate spawn will be underneath the bridge in the middle of the map where you saw it in that screenshot (where it is actually supposed to have a chance of spawning).

All other crates after the first will go back to the other random spawn locations and it will never spawn in the middle again until the next map loads.

No other map is affected.

I did not bother with the infinite ammo thing because it's actually in SSGM itself already, although I've never used it.

Xpert is also correct in what he was saying, although I only loaded up the map to get the coordinates (I could of modified the map, but you specifically only wanted the first crate to be spawned there).

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