
Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by [jonwil](#) on Mon, 17 Feb 2014 00:47:09 GMT

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It should work on a per-map basis, I believe RA:APB is using it per-map for some of their maps. If you can get me an LE package or other changed files with changed spawn characters where it should be working but isn't, I will investigate and find out why its not working for you. Note that I need to know exactly what testing you are doing when you see it not working (e.g. "put this objects.ddb file in the data folder, rename it to xyz, put this map here, edit tt.cfg as follows etc")
