
Subject: Quick question

Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

What are some necessities in a DM map besides weapon and health spawners?

Subject: Quick question

Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

people spawners!and places to heal -- like PT Zones....

Subject: Quick question

Posted by [Anonymous](#) on Mon, 11 Nov 2002 13:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by StoneRook:people spawners!and places to heal -- like PT Zones.....
If you want a Deathmatch map that can be finished besides wait the selected time, put a beacon pad and a beacon zone.

Subject: Quick question

Posted by [Anonymous](#) on Mon, 11 Nov 2002 13:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by StoneRook:people spawners!and places to heal -- like PT Zones....Already have that, my map is a modified WW map.

Subject: Quick question

Posted by [Anonymous](#) on Mon, 11 Nov 2002 14:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Max to life, and Max to health possibly?

Subject: Quick question

Posted by [Anonymous](#) on Mon, 11 Nov 2002 17:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm sort of agenist the health/armor upgrades. It gets annoying when someone comes out with more health and armor then a **** Mammoth tank.
