
Subject: Glacier_Flying spawners
Posted by [Xpert](#) on Sun, 28 Sep 2008 00:17:05 GMT
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Okay. I think some remember me bringing up the last time that C&C_City and C&C_City_Flying were missing barrack spawns.

Well, the same issue is the same for Glacier_Flying. Anyone notice that? lol

Subject: Re: Glacier_Flying spawners
Posted by [IronWarrior](#) on Sun, 28 Sep 2008 12:36:18 GMT
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Xpert wrote on Sat, 27 September 2008 19:17Okay. I think some remember me bringing up the last time that C&C_City and C&C_City_Flying were missing barrack spawns.

Well, the same issue is the same for Glacier_Flying. Anyone notice that? lol

Hmm, nope, are you sure?

The times I have played on that map I have spawned inside the Barracks, but if you are needing a map with all the spawners, then I did make a file that contains the .lvl file, the .mix and the source the other year ago, can find on Game-Maps under the modding section.

Subject: Re: Glacier_Flying spawners
Posted by [Xpert](#) on Mon, 29 Sep 2008 01:37:59 GMT
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I opened up Glacier_Flying map in level edit. There is no spawners in the Barracks from what I've found lol.

Subject: Re: Glacier_Flying spawners
Posted by [Jerad2142](#) on Mon, 29 Sep 2008 13:16:54 GMT
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Xpert wrote on Sun, 28 September 2008 19:37I opened up Glacier_Flying map in level edit. There is no spawners in the Barracks from what I've found lol.
If you want spawners and things like that, make sure to use level reedit to open it.

Subject: Re: Glacier_Flying spawners
Posted by [Jamie](#) or [NuneGa](#) on Mon, 29 Sep 2008 22:19:37 GMT
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I have spawned in barracks on glacier_flying many times, i suggest testing this.

Then again it could be a server side fix that I have got used to.

Subject: Re: Glacier_Flying spawners

Posted by [Xpert](#) on Tue, 30 Sep 2008 03:36:20 GMT

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Jerad Gray wrote on Mon, 29 September 2008 09:16Xpert wrote on Sun, 28 September 2008 19:37I opened up Glacier_Flying map in level edit. There is no spawners in the Barracks from what I've found lol.

If you want spawners and things like that, make sure to use level reedit to open it.

That's what I meant I use, level re-edit. It isn't there. Unless the spawners are there but it's magically a ghost.
