
Subject: Single Player Spawn Points
Posted by [Oblivion165](#) on Fri, 20 Feb 2004 01:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do you setup Single Player Spawn Points? I want to make a new mission for single player.

Subject: Re: Single Player Spawn Points
Posted by [Kamuix](#) on Thu, 20 Apr 2006 16:15:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

But arent the single player spawn points any of the Commando_start Spawns. Their right next to the Nod and Gdi spawn points. Its really nice to see someone creating singleplayer maps. There not to common in Ren.

Subject: Re: Single Player Spawn Points
Posted by [reborn](#) on Thu, 20 Apr 2006 17:15:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, there the commando spawner in level edit and use a Havok model.

Subject: Re: Single Player Spawn Points
Posted by [terminator 101](#) on Sat, 22 Apr 2006 07:13:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrotei can replicate anything you see in SP.
When you said this, did you mean anything or almost anything?

Anyway, in SP, bots spawn in Hand of Nod, so maybe you could examine what exactly makes them spawn.
