
Subject: C&C_City

Posted by [Xpert](#) on Sun, 20 Jul 2008 13:24:22 GMT

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Okay maybe this was discussed in the past but is it me or the GDI Barracks doesn't have any spawners on City?

Subject: Re: C&C_City

Posted by [KobraOps](#) on Sun, 20 Jul 2008 15:45:41 GMT

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TT said they were going to fix the spawn randomizer, if that's a word.

Subject: Re: C&C_City

Posted by [Xpert](#) on Sun, 20 Jul 2008 15:54:02 GMT

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That's not what I meant. This has nothing to do with randomizing spawns. I meant the barracks doesn't have any spawners at all. Check level edit.

Subject: Re: C&C_City

Posted by [_SSnipe_](#) on Sun, 20 Jul 2008 17:40:46 GMT

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it doesn't? wtf?

Subject: Re: C&C_City

Posted by [R315r4z0r](#) on Sun, 20 Jul 2008 18:48:39 GMT

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The structure that produces infantry doesn't have any infantry spawners? Lol.

Subject: Re: C&C_City

Posted by [Xpert](#) on Sun, 20 Jul 2008 20:24:45 GMT

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Come to think of it, I can't remember a time I spawned in the barracks on City LOL.

Subject: Re: C&C_City

Posted by [CarrierII](#) on Mon, 21 Jul 2008 10:39:27 GMT

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Neither can !!

Subject: Re: C&C_City

Posted by [TD](#) on Mon, 21 Jul 2008 11:04:41 GMT

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I spawned in the barracks on City once. I woke up while screaming out loud from this nightmare and I came at the same time.

Subject: Re: C&C_City

Posted by [pe21789](#) on Tue, 22 Jul 2008 17:39:11 GMT

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Xpert wrote on Sun, 20 July 2008 15:24Okay maybe this was discussed in the past but is it me or the GDI Barracks doesn't have any spawners on City?

Imao, that is true

I've added the spawners in the bar, u need them only if u run a server.

File Attachments

1) [C&C_City.rar](#), downloaded 147 times

Subject: Re: C&C_City

Posted by [R315r4z0r](#) on Wed, 23 Jul 2008 04:43:21 GMT

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Spawners are server side. So we don't have to download a copy of the map to play on your server (unless you introduced something else that into the map that we don't already have in our Always.dat).

Subject: Re: C&C_City

Posted by [Xpert](#) on Wed, 23 Jul 2008 05:53:47 GMT

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He edited the map and added spawners to the Barracks. It's just an .ldd file to place in the data

folder, not the actual map itself.
