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| **Axis/Allied Spawn Points** |
| **What we are going to do:** |
| Okay, you have a mp map but everyone spawns at the same place! Well we will fix that here! |
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| **Get Going!** |
| Just build a room or 2, I made 2 rooms! And just subrtacted a door:  [http://web.archive.org/web/20040112105019im_/http:/users.1st.net/kimberly/tutorial/pspawn/t/room.jpg](http://web.archive.org/web/20040112105019/http:/users.1st.net/kimberly/tutorial/pspawn/room.jpg)  Good, I am going to use the left side as my Allied Side, and my right side as my Axis side!  Okay deselect everything and in the top view, right click on the left side of your room and go to "info" "player" "allied":  http://web.archive.org/web/20040112105019im_/http:/users.1st.net/kimberly/tutorial/pspawn/t/allie.jpg  A little Blue playerstart should appear:  http://web.archive.org/web/20040112105019im_/http:/users.1st.net/kimberly/tutorial/pspawn/t/blue.jpg  Good!  Now on the right side, do the same thing, but instead of allied, pic axis:  http://web.archive.org/web/20040112105019im_/http:/users.1st.net/kimberly/tutorial/pspawn/t/axis.jpg  Now a little Pink guy will appear!  http://web.archive.org/web/20040112105019im_/http:/users.1st.net/kimberly/tutorial/pspawn/t/pink.jpg  Now where you have an axis and the allied spawn points, put 1 regular playerstarts!  It is a good idea to have around 32 all together, 16 axis 16 allied! This way you can have a lot of diff player start points, and more ppl can play:  http://web.archive.org/web/20030331094522/http://users.1st.net/kimberly/Tutorial/pspawn/re.jpg  There you go! Add some lights and your good to go! |