

Spawners update 2.00.0

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We've released a new spawner version, 2.00.0 or simply called 2000.

Here are the main changes:

- New physical engine for walking enemies
- new physical engine for flying enemies
- Bounty Hunter Missions compatibility
- New artificial intelligence for enemies when fighting
- DNA system for special enemies spawn
- Improved server interaction
- new enemies special abilities and spells
- possibility of having enemies that can receive damage also by arrows
- spawner working distance owner setting
- Over-Particle options

This is a big release with major changes, moving the version from 1.xx to 2.xx, so all old 1.xx spawners will be disabled from now on. If you find your spawner disabled and you didn't receive any update please contact Vinavil McMillan online to report the problem.