
Subject: check this out

Posted by [jonwil](#) on Tue, 20 Jul 2004 08:53:43 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1161407109>

notice that I am a GDI player yet I am a nod shotgunner. Its not photoshopped, this is the new engine stuff I am working on.

Works great even over the network, no issues, weapons/hud/everything update just fine.

This will be callable through a new script command, Change_Character which takes a GameObject representing the character to change and a char * representing the preset to change. Should the definition corresponding to the passed in string be unable to be found, if the definition is not a Soldier definition (with a class ID of 0x3001 or if the passed in GameObject does not represent a SoldierGameObj, no change will happen.

This is one of quite a few new things being worked on right now for the scripts.dll...
