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Subject: Higher/faster without PCT?

Posted by [DL60](#) on Sat, 24 Mar 2007 17:48:11 GMT

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I think most of you know C&C\_Mars where you have low grav (new temp-spawners and soldierpresets for it with modified gravscale). The problem is that you have that "low grav" only when you buy a new soldier after spawning.

The soldiers I created have to walk faster and jump higher for a faster gameplay in my map. The thing is that my map is going to be a deathmatchmap without any PCTs. Is it possible that my soldiers can have the improved walkspeed/jumpvelocity after spawning and without using a PCT?

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