Subject: Re: Need help finding a script
Posted by piotrkol1 on Mon, 09 Jul 2007 17:31:49 GMT

Ok well I tried attaching the script - JFW_Zone_Character to a script zone but when you become nuetral and spawn in the zone, a messages pops up saying you have purchased a disabled unit "Innate" or whatever its called. Anyone know if this can be changed? The preset I was using is CnC_Nod_Mutant_0_Mutant. The same thing happened when I attached JFW_Change_Character_Powerup to the spawners. So anyone know how to fix it so the unit is not disabled? Or maybe I'm using wrong preset?