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Subject: Character Change after Spawn

Posted by [DL60](#) on Sun, 05 Aug 2007 09:21:47 GMT

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I think most of you know C&C Mars and you also know that there is a little problem: The map should be completely low grav but after spawn you you have to buy a char to have low grav working.

The problem behind is that you can't really change the spawnermodel/preset with temp-presets. I can create a new temp-spawner, a changed temp-soldierpreset for it and place it everywhere in the map instead of the original startupspawner but it doesn't work. You always spawn as the normal soldier with normal values for gravity scale, moving speed and so on.

So my idea was to solve this problem with scripts and here is my question: Does anybody konw how can do this with the help of existing scripts? (I'm not able to create my own scripts)

Maybe a scriptzone which fills the whole map and changes everyone to the soldier I want. It's just an idea. Dunno if this is possible.

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