
Subject: Re: C&C_Mario64

Posted by [bisen11](#) on Tue, 08 Jan 2008 13:54:37 GMT

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JFW_Change_Spawn_Character (changes what characters players spawn as)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Character (the character to change to)

The character name to change to must not be longer than 24 characters (because thats the length of the memory area used to store the character name)

Try that.
