

---

Subject: Question on level edit start spawn

Posted by [Xpert](#) on Mon, 08 Sep 2008 00:02:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Okay, say I wanted to make the spawn for GDI and Nod a Raveshaw and a PIC-Sydney, is it possible to do that in level edit? I see there is a part where it says Spawners and the defaults are of course the soldier presets. But I'm guessing it isn't as easy as it sounds. Will it change the spawners if I do it in level edit (with ssgm) or do I have to use C++ to actually get it that way.

---