
Subject: Re: Question on level edit start spawn
Posted by [_SSnipe_](#) on Mon, 08 Sep 2008 00:07:55 GMT
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Xpert wrote on Sun, 07 September 2008 17:02Okay, 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.

i tried it in le and never worked but then the settings in the ini file (forgot which one) has the preset name of the char u want aswell so try to change them both?
