
Subject: Re: Some questions

Posted by [ErroR](#) on Tue, 04 Nov 2008 15:53:26 GMT

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LR01 wrote on Tue, 04 November 2008 15:40Altzan wrote on Tue, 04 November 2008 14:35I never figured out how to edit the soldier you spawn as, either. I tried but you always spawn as a minigunner.

Anyone ever figure it out?

as .MIX yes

If you still want to use a .MIX then use scripts, SSGM for example

yes i want a mix. But i don't know (and don't want)how to put scripts in scripts.dll. I don't know neither C++ neither SSGM.

I need gdi soldiers to have a flamethrower (only) and nod to spawn as viceroids () but i edited both and they still spawn as normal ones.
