
Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by [Mauler](#) on Sun, 16 Feb 2014 22:41:08 GMT

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jonwil wrote on Sun, 09 February 2014 03:22

2.GDI Spawn Character and Nod Spawn Character settings on objects of type Global Settings-General in leveedit. These can be used to change the spawn characters if you want different spawn characters on your map than the default. Just create a temp preset of the item under Global Settings-General and change as appropriate.

This feature does not work... We tried to and it did not make and effect..
