
Subject: JFW_Change_Spawn_Characher
Posted by [LR01](#) on Sun, 06 Mar 2011 22:58:52 GMT
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Hello there,

As the name says it, the scripts change the spawn character, which mostly works fine...
Now the problem is the host, the scripts doesn't work when the host spawn the first time. After that it works fine, I think it's just the first milliseconds of the game that it can't change the spawn char.

I know there are others ways of the changing the spawn char, but I want it to work on a 1 player LAN game. It needs to be a .mix map so this script is the only thing I found that does what I want.

So, do I have to leave whit this little bug ore is there a way around it?

Subject: Re: JFW_Change_Spawn_Characher
Posted by [Gen_Blacky](#) on Mon, 07 Mar 2011 04:24:23 GMT
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Rename the preset you want to be the default spawn character to
GDI_MiniGunner_0
Nod_Minigunner_0

Rename the normal default soldier presets to something else.
