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Subject: how do you change the startup spawner characters?

Posted by [shippo](#) on Tue, 15 Dec 2009 15:29:10 GMT

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basicly how do you change the characters for the nod and gdi startup spawner from a mingunner to another character? I have tryed changing the "SpawnerDefinitionIDlist" (pick Presents) but this does not work. in game i still spawn as a minigunner.

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