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Subject: Changing character you spawn as.  
Posted by [Spetz5](#) on Fri, 14 Apr 2006 17:06:44 GMT  
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Hi, I was wondering if it is possible to change the character you spawn as, Becuase I am doing a Co-Op map, and I want to change what you spawn as. If this is possible, please help.

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Subject: Re: Changing character you spawn as.  
Posted by [Cat998](#) on Fri, 14 Apr 2006 17:15:47 GMT  
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Hi, use JFW\_Change\_Spawn\_Characher

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Subject: Re: Changing character you spawn as.  
Posted by [Spetz5](#) on Fri, 14 Apr 2006 19:19:04 GMT  
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And attach it to the spawner, Correct?

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Subject: Re: Changing character you spawn as.  
Posted by [Kamuix](#) on Fri, 14 Apr 2006 20:00:06 GMT  
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CnC\_Nod\_Minigunner\_0 Is the Default spawning Char for Nod  
CnC\_Gdi\_Minigunner\_0 Is the default spawning char for Gdi

You could change them..Or edit the character purchase settings under Global Settings.

I was also wondering what to attach JFW\_Change\_Spawn\_Character To. Usually when i don't know what to attach something to and i take a guess. I end up wrong.

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Subject: Re: Changing character you spawn as.  
Posted by [Whitedragon](#) on Fri, 14 Apr 2006 21:17:18 GMT  
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Create a Dave's Arrow and attach it to it.

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Subject: Re: Changing character you spawn as.  
Posted by [Spetz5](#) on Sat, 15 Apr 2006 13:34:56 GMT  
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How do you attach it to it?

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Subject: Re: Changing character you spawn as.  
Posted by [Viking](#) on Sat, 15 Apr 2006 22:52:53 GMT  
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You dubble click it?

ZOMG WHITEDRAGON! I want that parichute script...

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Subject: Re: Changing character you spawn as.  
Posted by [piotrkol1](#) on Fri, 21 Apr 2006 00:54:36 GMT  
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hey what if i only want to change how the nuetral units spawn as?

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Subject: Re: Changing character you spawn as.  
Posted by [Kamuix](#) on Fri, 21 Apr 2006 01:05:16 GMT  
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piotrkol1 wrote on Thu, 20 April 2006 20:54hey what if i only want to change how the nuetral units spawn as?

Theres a trick i use for this...Place the Renegade spawner's about 2-6 feet into the air, Place a Scriptzoneall Just below the bottom of the spawner's feet, Attach JFW\_Character\_buy onto it.

Than set cost to 0 and player type to -1 or -2 or whatever neutral team you're using....

You can actually create multiple teams this way server side..

By putting a ScriptZone under the 0,0,0 Pos of the map. Than attach the Team teleportzone script. Add a team that does not have a spawner. Example team 3 or 4 or 10 or 56 or -3 or -67 or-325123. So you can have as many different neutral team spawn points....But they will all be the Grey color.

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