
Subject: M10_Playertype_Nod
Posted by [Burn](#) on Sat, 15 May 2010 22:57:55 GMT
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I'm sure this question has been asked 1000 times lol, but is there an equivalent of this script, but for GDI? i.e. a script that, when attached to a soldier preset makes it GDI instead of Nod?

I'm trying to make a map where it's all human players vs AI players, where humans are GDI.

I can do my map idea but so far all the humans would have to be Nod.

Just curious,

thanks guys

Subject: Re: M10_Playertype_Nod
Posted by [greenirrad](#) on Sun, 16 May 2010 10:55:32 GMT
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I'm not sure if that's what you mean, but you can change the soldier's team in his settings menu.

Object > Soldier > Soldier_Preset > Nod > Nod_Scientist

I will use the Nod_Scientist for my example. Click on the hammer at the down-right of the screen, click on the hammer to mod the object. Go to settings and scroll down a bit, till you see the PlayerType property. Simply change it to whatever you like.

I hope it helped you...

Subject: Re: M10_Playertype_Nod
Posted by [Burn](#) on Sun, 16 May 2010 14:20:25 GMT
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Thanks very much for the response!

To clarify:

I made 2 Dave's Arrows on my map with the script, "JFW_Change_Spawn_Character" that changes the character of the player upon spawning, and I need to make a soldier preset with the Playertype as Nod so that when both a GDI and a Nod person spawns, he's on the Nod team.

I can change the playertype to GDI, however the Nod person will not be able to access the GDI purchase terminal when his character spawns as the GDI soldier preset (yes, EVEN THOUGH his playertype is GDI). However, if I attach a M10_Playertype_Nod script to a soldier preset, a GDI

and a Nod player will be able to access the Nod PCT if they spawn as that character.

It's a little weird how it works.

Anyways, thanks again!

Subject: Re: M10_Playertype_Nod
Posted by [reborn](#) on Sun, 16 May 2010 15:58:15 GMT
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I wonder if the JFW script teams them using a command that doesn't kill them. Try dieing as the soldier that cannot accessing the pt, then try and access it again afterwards.

There are SSGM settings to change all players to one team, if that helps?

Subject: Re: M10_Playertype_Nod
Posted by [Burn](#) on Sun, 16 May 2010 17:09:04 GMT
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reborn wrote on Sun, 16 May 2010 11:58 There are SSGM settings to change all players to one team, if that helps?

Yeah that helps. I may give that a try.

Thanks guys. This place is still as awesome as it was in 2004.

Subject: Re: M10_Playertype_Nod
Posted by [jonwil](#) on Wed, 19 May 2010 02:51:44 GMT
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Try the z_Set_Team script, it does the same thing as M10_Playertype_Nod except that it lets you specify which team to change to.
And yes its in 3.4.4

Subject: Re: M10_Playertype_Nod
Posted by [Burn](#) on Wed, 19 May 2010 16:23:59 GMT
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jonwil wrote on Tue, 18 May 2010 22:51 Try the z_Set_Team script, it does the same thing as M10_Playertype_Nod except that it lets you specify which team to change to.
And yes its in 3.4.4

O_O

Awesome. This is exactly what I was looking for!

I'll look for that script version (if I don't have it already)

Thanks so much
