
Subject: Anyone Know if you can start without gun?
Posted by [Anonymous](#) on Thu, 30 Jan 2003 14:16:00 GMT
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Edit the minigunner unit preset and remove the rifle, but if you want the player to still be able to buy the rifle later, then create a totally new unit based off the minigunner (select the minigunner and click Add), then get rid of that one's rifle, and edit the spawner to spawn that one instead. I doubt you can keep the map a .mix like that though.
