Subject: Custom Spawner Soilder Presets
Posted by Anonymous on Fri, 17 Jan 2003 10:05:00 GMT

Hmmmmm ive looked at that W3D tool and from what i gather your telling me to script wright??? last time i checked my C++ was at a very basic level.All i really need to do is change the points value (when killed) and weapon of the standard soider spawn. can this be done in the commando level editor by creating a 'temp' of the relivant soilder stats and linking them to the spawner? again i'm making a .mixDeafwasp, can you elaborate on what you said?Cheers