Posted by Jerad2142 on Fri, 10 Nov 2006 21:46:39 GMT
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Yes it will be a mod, the easiest way to do it is to skimpily rename "CnC_GDI_MiniGunner_0" to "CnC_GDI_MiniGunner_1" and then name a different GDI infantry that you want to spawn for GDI as "CnC_GDI_MiniGunner_0" (this would be useful if you didn't like scripting). Or you can use the script "JFW_Change_Spawn_Character" (the advantage to using that script is with enough scripting, you could set up a timer so every few seconds [or minutes, hours whatever] it would change what charter you spawned as [just ask if you want a more detailed explanation about this, but to save time I'm not going to explain it now.]).