
Subject: Re: C++ help

Posted by [EA-DamageEverything](#) on Wed, 26 Mar 2008 05:01:00 GMT

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Spawn chars are done in ssgm.ini

; SpawnChar =

;

; This is the character a player will spawn as when they first join or get killed. Cannot exceed 24 characters

; in length. Using an invalid preset will make the server crash. When the server is in snipers only mode this will

; always be set to Deadeye/Black Hand Sniper.

SpawnChar0=CnC_Nod_Engineer_0

SpawnChar1=CnC_GDI_Engineer_0
