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Subject: Re: how do you change the startup spawner characters?

Posted by [reborn](#) on Tue, 15 Dec 2009 16:53:05 GMT

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If you are running SSGM for your FDS then the following keys can be found in SSGM.ini:

SpawnChar0=CnC\_Nod\_MiniGunner\_0

SpawnChar1=CnC\_GDI\_MiniGunner\_0

That key uses this function:

```
void Change_Spawn_Char(int Team,const char *Name);
```

```
void Change_Spawn_Char(int Team,const char *Name)
```

```
{  
  if (strlen(Name) > 24)  
  {  
    return;  
  }  
  else if (!Team)  
  {  
    memcpy((void*)SpawnCharNod,(void*)Name,24);  
  }  
  else if (Team == 1)  
  {  
    memcpy((void*)SpawnCharGDI,(void*)Name,24);  
  }  
}
```