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

Posted by [Gen_Blacky](#) on Wed, 16 Dec 2009 09:12:43 GMT

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you can not change the start up spawner list in leveledit it will just go back to default. Instead you have to change the name of the char you want to be the start up Character. so if you wanted the havoc to be the start up character you would change CnC_GDI_MiniGunner_0

to a different preset name and set the havoc preset name to CnC_GDI_MiniGunner_0. Same thing goes with nods default spawn preset. This is a dirty way to do it but its easy and it works.