
Subject: M10_Playertype_Nod

Posted by [Burn](#) on Sat, 15 May 2010 22:57:55 GMT

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I'm sure this question has been asked 1000 times lol, but is there an equivalent of this script, but for GDI? i.e. a script that, when attached to a soldier preset makes it GDI instead of Nod?

I'm trying to make a map where it's all human players vs AI players, where humans are GDI.

I can do my map idea but so far all the humans would have to be Nod.

Just curious,

thanks guys
