
Subject: Re: M10_Playertype_Nod
Posted by [greenirrad](#) on Sun, 16 May 2010 10:55:32 GMT
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I'm not sure if that's what you mean, but you can change the soldier's team in his settings menu.

Object > Soldier > Soldier_Preset > Nod > Nod_Scientist

I will use the Nod_Scientist for my example. Click on the hammer at the down-right of the screen, click on the hammer to mod the object. Go to settings and scroll down a bit, till you see the PlayerType property. Simply change it to whatever you like.

I hope it helped you...
