
Subject: Re: M10_Playertype_Nod
Posted by [Burn](#) on Sun, 16 May 2010 14:20:25 GMT
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Thanks very much for the response!

To clarify:

I made 2 Dave's Arrows on my map with the script, "JFW_Change_Spawn_Character" that changes the character of the player upon spawning, and I need to make a soldier preset with the Playertype as Nod so that when both a GDI and a Nod person spawns, he's on the Nod team.

I can change the playertype to GDI, however the Nod person will not be able to access the GDI purchase terminal when his character spawns as the GDI soldier preset (yes, EVEN THOUGH his playertype is GDI). However, if I attach a M10_Playertype_Nod script to a soldier preset, a GDI and a Nod player will be able to access the Nod PCT if they spawn as that character.

It's a little weird how it works.

Anyways, thanks again!
