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Subject: Re: START\_TIMER Parameters

Posted by [reborn](#) on Wed, 11 Aug 2010 07:20:12 GMT

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I am happy to help, but you do not need to create a timer to change their model. You could overcome this "Jesus position" problem by changing their preset, and then granting them the same health, armor, weapons and ammo as their previous character. This would make it appear a transitional change, rather than a state.

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