
Subject: Re: Question on level edit start spawn
Posted by [rrutk](#) on Tue, 11 Oct 2011 23:32:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Mon, 08 September 2008 23:22The presets used are actually hardcoded in the exe file. The reason for the 24 character limit is because that how long the strings in the exe are (which is what SSGM changes).

For scripts.dll 4.0, we will be changing things so that the characters can be set via an engine call (inside tt.dll) and can be set to strings of any length.

so, how in 4.0 is the best way in a fanmap to change to startup character ?

im trying atm with "JFW_Change_Spawn_Character" on a Dave's arrow, but this doesn't work?

Edit:

ok, i figured it out, it works, but with a little bug:

You need to die 1 time, then you spawn as the desired char.

is there a workarround?