
Subject: Re: More issues

Posted by [zunnie](#) on Wed, 31 Oct 2012 08:10:44 GMT

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To change the spawncharacter you must add a Daves_Arrow on the map and put the script JFW_Change_Spawn_Character on it.

You cannot change the spawncharacter people start with.

I am also unsure if this works for Clients but it defo works on the SSGM 4.0 FDS.

I also noticed you sometimes have to suicide for it take effect :/

PS: to make a mix file properly, then follow this tutorial:

http://www.tiberiumcrystalwar.com/tcw-sdk/sdk_xcc_create_mix_file.html

Thats how i do it
