
Subject: Level Edit bug

Posted by [Gen_Blacky](#) on Tue, 01 May 2007 22:48:38 GMT

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You know when you go and change the default spawner from the minigunner_0 to like a deadeye and can see your map spawner has changed to that char but when you export the map/mod it is still a o char why is that or is there another way to change default char.

Subject: Re: Level Edit bug

Posted by [danpaul88](#) on Tue, 01 May 2007 22:49:31 GMT

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Theres a script called JFW_defaultSpawnCharacter or something like that, which does what you want. You can't change it directly in LE because renegade insists on defaulting to its default settings

Subject: Re: Level Edit bug

Posted by [Gen_Blacky](#) on Tue, 01 May 2007 22:54:24 GMT

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what script version has this all of them ?

cant find that script

Subject: Re: Level Edit bug

Posted by [Gen_Blacky](#) on Wed, 02 May 2007 02:44:36 GMT

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Does any one know of a script or another way to change it

Subject: Re: Level Edit bug

Posted by [zunnie](#) on Wed, 02 May 2007 05:08:00 GMT

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JFW_Change_Spawn_Character
2.9.2

Put this on the scripts tab for minigunners..

Subject: Re: Level Edit bug

Posted by [Zion](#) on Wed, 02 May 2007 07:29:48 GMT

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SSAOW1.5 -> ssaow.ini -> Spawn Charcters (or something like that, used for sniper to default spawn as a 500 credit sniper).

Subject: Re: Level Edit bug

Posted by [Jerad2142](#) on Wed, 02 May 2007 13:18:25 GMT

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Just rename the soldier you want to spawn as "CnC_GDI_MiniGunner_0" and the old one "CnC_GDI_MiniGunner_1" or something along those lines.

Subject: Re: Level Edit bug

Posted by [Gen_Blacky](#) on Wed, 02 May 2007 21:31:50 GMT

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ah ty Jerad2142 that worked
