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Subject: Re: C++ void On\_Player\_Death???

Posted by [reborn](#) on Wed, 07 Jul 2010 15:05:53 GMT

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It seems that Change\_Spawn\_Char's first parameter is expecting an integer, not a GameObject. So it's either after the playe ID, or possibly the team type. If it wants the team type, then it's going to be setting the spawn character globally, and you'll have to do something a bit different to get individuals to have different spawn characters...

//edit

Looking at the use of it in gmmain.cpp it's after the team type, not the player ID. I am guessing you want to only set the default spawn character for the people on GDI that was killed, and normal Nod players to still be soldiers? Or a global change of spawn characters on Nod would be fine for you?

Both are possible, but the former would be a bit more trickier.

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