Thanks   That helped me alot now
Anyways, the line i'm using it for got error. I dont think that i used the "preset" thing right

```
GameObject *object = Commands->Create_Object(preset,position);
```

Error 1 error C2220: warning treated as error - no 'object' file
generated c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2487

Plus a warning:
Warning 2 warning C4189: 'object' : local variable is initialized but not
referenced c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2487

It would be nice if you would help, but if you dont know, then it is ok.