
Subject: Re: Presets:

Posted by [Mauler](#) on Fri, 10 Oct 2008 04:57:59 GMT

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samous wrote on Fri, 10 October 2008 00:05wow. presets are the same as w3d files but uncapped.

here are what i got

Ummm 'Presets' is listed menu that stores all W3D files within level edit it's not an actual file

Have a look this is taken from leveledit
so this list contains models/aggregates/ that are in the always.dat
