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Subject: Re: Presets:

Posted by [Jerad2142](#) on Fri, 10 Oct 2008 14:11:18 GMT

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samous wrote on Thu, 09 October 2008 12:11:18 GMT  
ErrorR wrote on Thu, 09 October 2008 04:55:18 GMT  
i dunno  
u can make ur own preset if u find the model (most likely u will)

actually, i won't. I'm using presets in my C-130 mods, and i can't mke new ones via the  
cnc\_c130drop.txt file. I use the presets by typing :

```
-1 Creat_Real_Object 1, "hel_ag_exp"  
-1 Attach_Script 1, "M04_Hunt_The_Player"
```

ect.

-1 Attach\_Script 1, "M04\_Hunt\_The\_Player" is a pointless line on this cinematic, as the helipad  
cannot move, also I highly doubt that this script will do much of anything, as the game cannot find  
hel\_ag\_exp's w3d file (I also know that cinematics cannot create temp presets, but they can  
create w3d files, you just have to use:

```
-0 Create_Object, 0, "W3DModelNameHere", 0, 0, 0, 0
```

the -0 is when to create the object, the Create\_Object line is used to tell the engine its creating a  
w3d and NOT a preset, the 0 is the object's specific ID, there is a maximum of 50 different ID's per  
cinematic if I remember correctly, next is the 3d model's name that will be used, and finally its the  
position X,Y,Z, and then the Rotation of Z.

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