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Subject: Re: Presets:

Posted by [samous](#) on Fri, 10 Oct 2008 19:14:16 GMT

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Jerad Gray wrote on Fri, 10 October 2008 07:11samous wrote on Thu, 09 October 2008 12:11Error wrote on Thu, 09 October 2008 04:55i 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.

lol,it was an example.

amzingly that worked, using the w3d files. but mghel\_ag\_1 doesn't work

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