
Subject: presets on .mix

Posted by [xptek_disabled](#) on Wed, 21 Jan 2004 23:03:16 GMT

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No.

Also: Not everything is deleted inside. I just left flying vehicles like you asked.

If you need land vehicles just temp it exactly how I did.

SpikeCwazyapeSpikel tried that and it didnt work :/

Just because I was feeling motivated I made a temps20.ddb for you.

freewebs.com/pjdance/temps20.ddb
(You have to copy and paste the link)

Download the ddb above and put it in you "C:\Program Files\RenegadePublicTools\LevelEdit\yourmod\presents" folder. It will probably already be there so overwrite it.

To edit go to (On right panel)

Global Settings
---Purchase Settings
----Vehicles (GDI)
----- (T)Vehicles (GDI)

OR:

Global Settings
---Purchase Settings
----Vehicles (NOD)
----- (T)Vehicles (NOD)

When you made that did you change anything besides temping the presets with the exact name and deleteing everything inside it?
