
Subject: Presets:

Posted by [samous](#) on Thu, 09 Oct 2008 00:22:28 GMT

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Does anyone know the preset name for the Crate? (the big white one you can get, it will probly explode or something when you get it). Any one know the preset of the Heli Pad building? Does anyone know the Preset name of the water tower?

EDIT: You can post presets (unusall ones) here, or ask for them too.

EX the preset for a toliet is "dsp_toilet"

Thats true BTW ^

Subject: Re: Presets:

Posted by [ErroR](#) on Thu, 09 Oct 2008 11:55:47 GMT

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i dunno u can make ur own presset if u find the model (most likely u will)

Subject: Re: Presets:

Posted by [Jerad2142](#) on Thu, 09 Oct 2008 14:51:00 GMT

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None of the helicopter tiles work correctly by default because their 3D models are contained inside the .mix files of the single play levels.

But if you put the 3D models into you mix I do believe they should work.

mghel_ag_1

hel_ag_exp

I don't know of any big white crate, I have seen some servers that have crates besides the yellow ones I guess, but I don't know what their name is. But even if I did know their name, they won't work without the special server side scripting. The name of the yellow crate spawner is CnC_Spawner_Crate.

If you mean the non advanced guardtower its GDI_Guard_Tower. But if you mean those buildings in single player, their meshes are part of the levels, you would have to edit the level mesh in RenX, and separate them from the level and then save it as a new .w3d.

GDI_Guard_Tower

Subject: Re: Presets:

Posted by [samous](#) on Thu, 09 Oct 2008 17:59:23 GMT

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Jerad Gray wrote on Thu, 09 October 2008 07:51 [1]mghel_ag_1
[2]hel_ag_exp
[3]GDI_Guard_Tower

1 is a gdi helipad? nod helipad? helipad with apache one it? what?

2 [same questions as above]

3 I know the guard tower, i was wondering about things like water towers (EX: in the ATL4NTIS server is watertower and in the Kamuix server its !mto)

4 Do you know anything else thats usefull? (like a windsock?)

Subject: Re: Presets:
Posted by [samous](#) on Thu, 09 Oct 2008 18:11:19 GMT
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ErroR 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.

Subject: Re: Presets:
Posted by [mrÅ£ÅŞÅ-z](#) on Thu, 09 Oct 2008 20:35:57 GMT
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Helipad - ENC_NHEL.W3D
Water Tower - DSP_TOWER2.W3D
Crate - I FORGOT.

Subject: Re: Presets:
Posted by [samous](#) on Fri, 10 Oct 2008 03:55:09 GMT
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madrackz wrote on Thu, 09 October 2008 13:35Helipad - ENC_NHEL.W3D
Water Tower - DSP_TOWER2.W3D
Crate - I FORGOT.

one: I'm not usng w3d files, presets.
two: The hp one doesn't work (mghel_ag_1)

Subject: Re: Presets:
Posted by [samous](#) on Fri, 10 Oct 2008 04:05:15 GMT
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wow. presets are the same as w3d files but uncapped.

here are what i got

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

Subject: Re: Presets:
Posted by [Veyrdite](#) on Fri, 10 Oct 2008 05:38:22 GMT
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The big grey box is a preset along the lines of vehicle_blocker somewhere under the Objects-->Simple-->Blockers tree.

Subject: Re: Presets:
Posted by [Samous Mods](#) on Fri, 10 Oct 2008 08:41:55 GMT
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samous wrote on Thu, 09 October 2008 01:22

EX the preset for a toliet is "dsp_toilet"

Thats true BTW ^

samous wrote on Thu, 09 October 2008 12:59

2 [same questions as above]

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
ErroR wrote on Thu, 09 October 2008 04:55: 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.

Subject: Re: Presets:
Posted by [mr£ÄŞÄ-z](#) on Fri, 10 Oct 2008 14:48:17 GMT
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Im wondering on what projects are you working now Jerad? (except RP2)

Subject: Re: Presets:
Posted by [ErroR](#) on Fri, 10 Oct 2008 17:29:39 GMT

oh

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:

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-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

Subject: Re: Presets:

Posted by [samous](#) on Fri, 10 Oct 2008 22:07:52 GMT

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could some one make a list of these "presets" for me? it would make my job a lot easier. IDK all of the names,so it would help.

edit: 1 sry, this is a dubble post

2 I'm pro at c-130 drop editing on renegade, i know how to do it. the only part idk b4 now, was the :

0, 0, 0, 0,

[Position]. Thanks.

3 The hel_ag_exp works, atleast with "Create_Object" instead of real object. (its not a elipad, but just the helipad damadge effects). its the "mghel_ag_1" that doesn't work.

4 Also, dsp_tower2 works, lol. I will try tower1 or tower soon, and re-edit.

EDIT#2: umm, first off, its ", 0, 0, 0, 0" not ", 0, 0, 0, 0,", and even if i edit the #s, nothing happens... Is there a tut on this?

Subject: Re: Presets:
Posted by [Jerad2142](#) on Sun, 12 Oct 2008 00:03:22 GMT
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samous wrote on Fri, 10 October 2008 16:07
EDIT#2: umm, first off, its ", 0, 0, 0, 0" not ", 0, 0, 0, 0,", and even if i edit the #s, nothing happens... Is there a tut on this?

Actually it was a typo, but you will find it does work IF you enter it in like it did
W3DModelNameHere",.....0, 0, 0, 0, .As long as you have the comma after the
name, the game WILL ignore any extra comma you have at the end.
Notice giant comma's.
X(float),Y(float),Z(float),ZRotation 0.00-359.99

The XYZ pretty much requires you to know the exact location on the map you want to place the
object.

Subject: Re: Presets:
Posted by [samous](#) on Sun, 12 Oct 2008 01:25:39 GMT
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I'm using C-130 mods, and even if i change them, they still spawn aty the same place.

Subject: Re: Presets:
Posted by [Jerad2142](#) on Wed, 15 Oct 2008 15:36:01 GMT
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samous wrote on Sat, 11 October 2008 19:25I'm using C-130 mods, and even if i change them,
they still spawn aty the same place.
So even if you do something like....
-0 Create_Object, 0, "W3DModelNameHere", 45.0, 943.0, 1225.0, 0
It still drops it at the air field?

If it does try changing the -0 to like -500 and see if it adjusts the position then, just in case its something that is caused because the object is created the second the cinematic starts...
Oh, also make sure that the ID is unique.
-0 Create_Object, ***ID HERE****, "W3DModelNameHere", 45.0, 943.0, 1225.0, 0

Subject: Re: Presets:
Posted by [samous](#) on Wed, 15 Oct 2008 23:45:42 GMT
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I had it like -56, 546, 32, -224
and another one was 56, -546, -32, 224

nothing in movement.
