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Subject: Aircraftkiller, i have a question for you. (not flaming)

Posted by [Laser2150](#) on Thu, 21 Aug 2003 00:50:32 GMT

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Hey Aircraftkiller.

I notice on C&C Mars you made it so people could jump slightly higher. how do i keep my Presets the same when i export to a .mix file? it seems like all the changes i made dissapper. so i was wondering how you got it to stay.

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Subject: Aircraftkiller, i have a question for you. (not flaming)

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 00:53:07 GMT

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Just clone the presets that apply with a temporary preset, then redirect the infantry purchases to those changed temporary presets.

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Subject: Aircraftkiller, i have a question for you. (not flaming)

Posted by [Laser2150](#) on Thu, 21 Aug 2003 01:03:37 GMT

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when exporting to a mix do i delete the Presets folder? it says in the tutorial but i doubt i should. i also put sounds without a folder in my mod directory, those seem to dissapper as well. should i put them in the levels folder?

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Subject: Aircraftkiller, i have a question for you. (not flaming)

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 01:10:58 GMT

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When a tutorial tells you to do something, generally it's a good idea to do what it says.

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Subject: Aircraftkiller, i have a question for you. (not flaming)

Posted by [Vitaminous](#) on Thu, 21 Aug 2003 01:13:05 GMT

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So THAT's what happened in winterlaneDM...

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Subject: Aircraftkiller, i have a question for you. (not flaming)

Posted by [Imdgr8one](#) on Thu, 21 Aug 2003 02:41:39 GMT

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AircraftkillerJust clone the presets that apply with a temporary preset, then redirect the infantry purchases to those changed temporary presets.  
And people say this guy isn't helpful

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Subject: Aircraftkiller, i have a question for you. (not flaming)  
Posted by [Havoc\\_elite](#) on Thu, 21 Aug 2003 07:27:58 GMT  
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Who ever sayd that?

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Subject: Aircraftkiller, i have a question for you. (not flaming)  
Posted by [Halo38](#) on Thu, 21 Aug 2003 11:39:28 GMT  
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Imdgr8oneAircraftkillerJust clone the presets that apply with a temporary preset, then redirect the infantry purchases to those changed temporary presets.  
And people say this guy isn't helpful

If you haven't noticed he's been the first to help in quite a few posts recently.... 5-6 or so now i think

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Subject: Aircraftkiller, i have a question for you. (not flaming)  
Posted by [General Havoc](#) on Thu, 21 Aug 2003 15:02:42 GMT  
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AircraftkillerWhen a tutorial tells you to do something, generally it's a good idea to do what it says.

/me Slaps Aircraftkiller & CaptKurt

You should follow tutorials ... make sure the information in them is correct in the start though

I should have done something about that. I bet your following CaptKurts tutorial on renhelp. It tells you to delete the presets folder. If you think really carefully, where are the temps located? temps20.ddb maybe, that happens to be inside the presets folder, which you deleted?

I'm gonna delete it from the database and send it to CaptKurt to change it. If not i'll write one thats correct as it's a 2 minute job.

Basically follow the tutorial but don't delete temps20.ddb inside the presets folder and you should be fine.

Rest of this thread: Yeah it's useful to know but the guy here was refering to non of his temps working. He isn't using PT's on the map as far as I know. But if you are like a C&C mode map then it a good piece of information.

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