
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.
