Subject: presets
Posted by samous on Wed, 11 Feb 2009 01:18:10 GMT
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how do i find out the presets inside the object.ddb file? i have a mod installed, but idk what the presets are, b\c a preset has different characteristics of a w3d model (i'm using this for a drop file).

EX:
 <orcaw3dname> gives you a orca, monmoving, non enterable.
 <orcapreset> gives you a working orca.

-any help?
=samous