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Subject: Re: presets

Posted by [saberhawk](#) on Wed, 11 Feb 2009 03:53:25 GMT

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samous wrote on Tue, 10 February 2009 20:18 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

LevelEdit. 'nuff said.

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