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Subject: linking presets

Posted by [Stallion](#) on Thu, 13 Feb 2014 20:18:25 GMT

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I'm looking for a way of attaching a preset to another preset at a set coordinate on the preset using level editor and current scripts.

i.e. helipad with construction zone attached and a console attached at one end of it.

(a create preset xyz, facing will work too if it positions itself according to the object it's attached to)

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