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Subject: Re: linking presets

Posted by [Stallion](#) on Thu, 13 Feb 2014 21:02:43 GMT

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Neijwiert wrote on Thu, 13 February 2014 16:00For starters: don't start with this... If you have no experience whatsoever it is far out of your how to range.

You should look into the scripts source and find the readmexx.txt files. In there, there are several scripts documented and what they do. Then look for that name in the actual source and see how they are scripted.

And you should take a gander in some calculus. These are common math problems and should be easily found. You just need to understand what's going on, then you can translate it to c++

Thanks for the tip, I'll look into it, but how would you do something like add a bandana or backpack to a soldier? (knowing this should give me an idea of my options)

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