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Subject: Re: linking presets

Posted by [Gen\\_Blacky](#) on Thu, 13 Feb 2014 21:13:00 GMT

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Not sure what your trying to do but make your own leveledit script to do what you want.

Create\_Preset\_Object\_Location, create a preset at an object's location and set facing.

```
void Create_Preset_Object_Location::Created(GameObject *obj)
{
    Vector3 Pos = Commands->Get_Position(obj);
    Pos.Z += 0.2f;
    const char *Preset = Get_Parameter("Preset");

    GameObject *o = Commands->Create_Object(Preset,Pos);
    Commands->Set_Facing(o,Commands->Get_Facing(obj));
}
```

ScriptRegistrant<Create\_Preset\_Object\_Location>

Create\_Preset\_Object\_Location\_Registrant("Create\_Preset\_Object\_Location","Preset:string");

Manipulate the position X Y Z to move the object where you want

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