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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

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Subject: Re: presets

Posted by [Gen\\_Blacky](#) on Wed, 11 Feb 2009 02:08:56 GMT

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? what do you want

v\_gdi\_orca\_m.w3d

CnC\_GDI\_Orca preset

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Subject: Re: presets

Posted by [samous](#) on Wed, 11 Feb 2009 03:41:21 GMT

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Quote:how do i find out the presets inside the object.ddb file?

is there a program that opens up objects.ddb so i can see the presets? In the mod i have, there are preset names idk, and would like to find out so I can "drop" them. Lets say for example... SCUD STORM mod (i know it's a stand alone, but still), they use diferent presets, and i would like to know them, how would I find them out? (DO NOT GET CONFUSED AND GIVE ME THE PRESETS TO SCUD STORM, I DO NOT WANT THEM!)

=samous

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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 20:18how 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:

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<orcapreset> gives you a working orca.

-any help?

=samous

LevelEdit. 'nuff said.

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Subject: Re: presets

Posted by [Gen\\_Blacky](#) on Wed, 11 Feb 2009 05:19:05 GMT

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#### File Attachments

1) [k.JPG](#), downloaded 173 times

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Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

