
Subject: Presets in .mix

Posted by [Slash0x](#) on Wed, 16 Feb 2005 00:07:56 GMT

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That's how carnage club made their characters so cheap. That is the way I explained it.

EDIT:

You temp ur character you want like so....

temp the character classes...

- the characters are in order, so as you edit them, they will be in number order, last one "zero" on the pct character list
- you can change the string name, value of cost, and the icon shown on the PCT character buy screen.
- you have to have the object pointing towards the object you created, like my "test" preset (if you want to have multiple skins - up to four - look at havoc's list, that's a good example for that)

Just like to note:

If you are trying to change the starting spawn preset, it doesn't work. it is hard coded to the original preset.

If you want to change the first set of "zero" infantry, that is on the Team Purchase Settings preset list.

Hope this helps!

[Slash0x]
