
Subject: Re: Presets:

Posted by [Jerad2142](#) on Wed, 15 Oct 2008 15:36:01 GMT

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samous wrote on Sat, 11 October 2008 19:25I'm using C-130 mods, and even if i change them, they still spawn at the same place.

So even if you do something like....

```
-0 Create_Object, 0, "W3DModelNameHere", 45.0, 943.0, 1225.0, 0
```

It still drops it at the air field?

If it does try changing the -0 to like -500 and see if it adjusts the position then, just in case its something that is caused because the object is created the second the cinematic starts...

Oh, also make sure that the ID is unique.

```
-0 Create_Object, ***ID HERE****, "W3DModelNameHere", 45.0, 943.0, 1225.0, 0
```
