Subject: Re: linking presets
Posted by Stallion on Thu, 13 Feb 2014 21:19:57 GMT
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Gen_Blacky wrote on Thu, 13 February 2014 16:13Not 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

I didn't know you did scripts.

Can I talk to you on t.s. for a min about this?