StaticObject EditMode

Static Objects are one of the pillars of level building in the LevelEditor. An actual complete map file share in static objects is around 80%. A proper set of pieces will allow you to create all sorts of rooms and ambients.

The creation window is a bit more complex than the ones we have seen previously. In detail, its composed of:

- The Set picker: this ComboBox is used to select the current piece set. Sets should map to directories under the static_objects directory in redist.

- The Object picker: this ListBox will show all objects inside the set picked previously. Category headers will show grayed out. Clicking on an entry will select a static object file to be used in following placements.

- Thumbnail: shows a little picture so you can see how the object looks like.
- BB Size: size of the objects bounding box (when scale is (1,1,1))
- Polygon count: number of triangles of the object model.

- Scale settings: this sets the scale for the object on creation. Can be set to a fixed or a random value, the latter defined by a range given by both scale inputs, min and max.

- Rotation settings: this sets the rotation for the object on creation. Can be set to a fixed or a random value, the latter defined by a range given by both rotate inputs, min and max.

More on Static Objects here.