

# Combo EditMode

Combos are actually compound objects saved to a file. This mode works exactly the same as the static object, entity or detailmesh entity modes.

More on Compound Objects [here](#).

From:  
<https://oldwiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:  
[https://oldwiki.frictionalgames.com/hpl3/tools/maineditors/level\\_editor/combo\\_editmode?rev=1352066108](https://oldwiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/combo_editmode?rev=1352066108)

Last update: **2012/11/04 21:55**

