

# Static Objects

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.

## General Parameters

- **Name:** Name for the static object.
- **Position:** 3D Vector storing the position in world.
- **Rotation:** 3D Vector storing the rotation.
- **Scale:** 3D Vector storing the scale of the placed object.
- **Mesh:** file name of the mesh that conforms the static object.

## Specific Parameters

- **Cast Shadows:** if enabled, the object will cast shadows when illuminated by a properly set light.
- **Collides:** if enabled, the object will keep entities to get through it ingame.

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