

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:

- Main category: this ComboBox is used to select the current set of objects. Sets should map to directories under the static_objects directory in redistrib.
- Subcategory: this ComboBox will show all subsets inside the set picked previously.
- Object list: all objects under the selected subcategory. 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](#).

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