

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 (for a (1,1,1) scale)
- **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](#).

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

Permanent link:
https://oldwiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/staticobject_editmode?rev=1352061462

Last update: **2012/11/04 20:37**

