Areas

General Parameters:

- **Type**: Type of area. Available values are game specific and should be looked up in the game specific section.
- **Name**: Name of the area.
- **Position**: 3D Vector storing the position of the **area center**.
- **Rotation**: 3D Vector storing the rotation of the area box.
- **Size**: 3D Vector storing the size of the area box.
- **Mesh**: helper mesh file that will be drawn at the center of the area. Useful to set certain types of areas (sticky areas being a fine example)

Specific Parameters: This tab will show inputs instance variables specific for the current area type. Moving the mouse pointer over them will pop up a tip text describing them in detail.