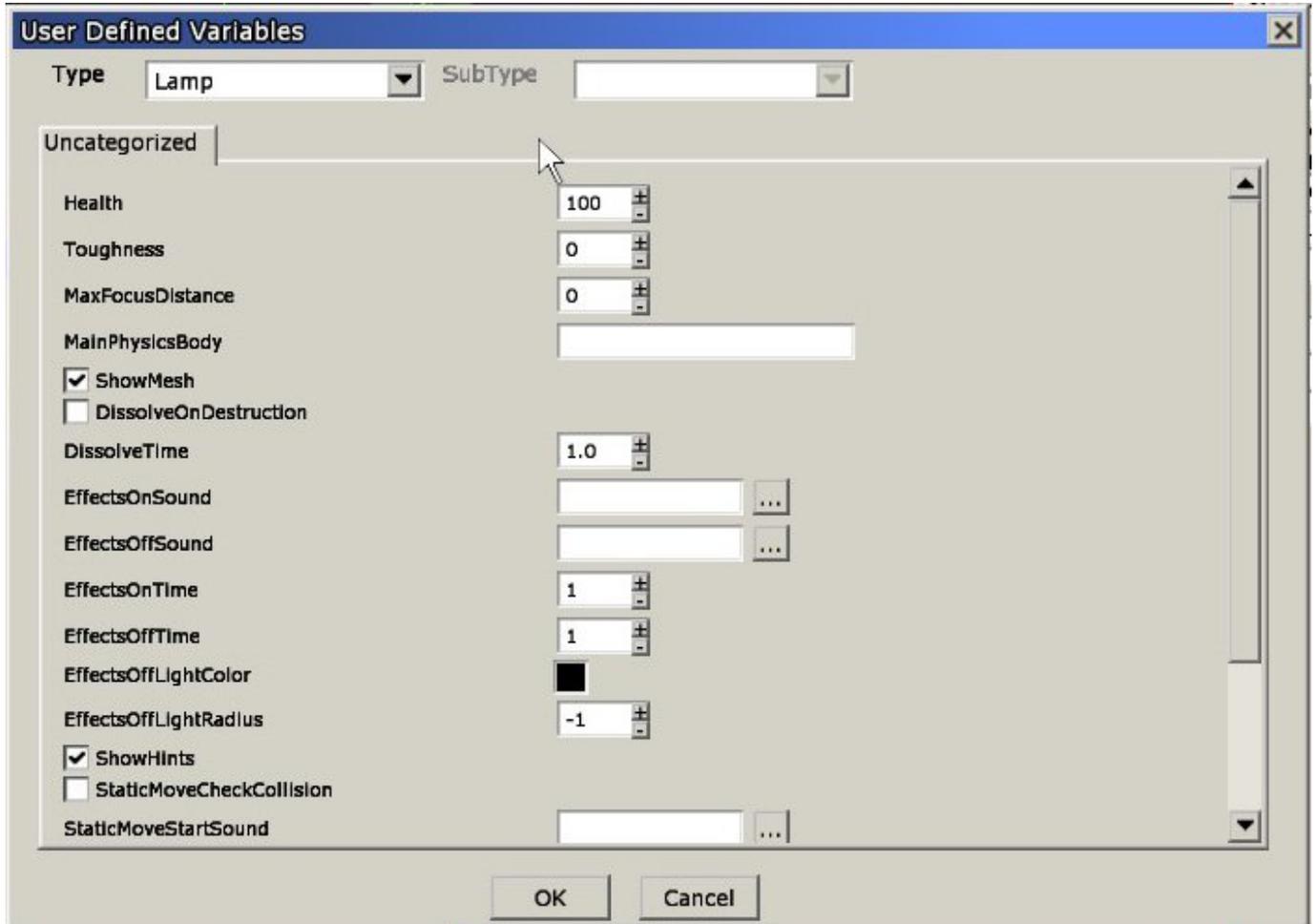
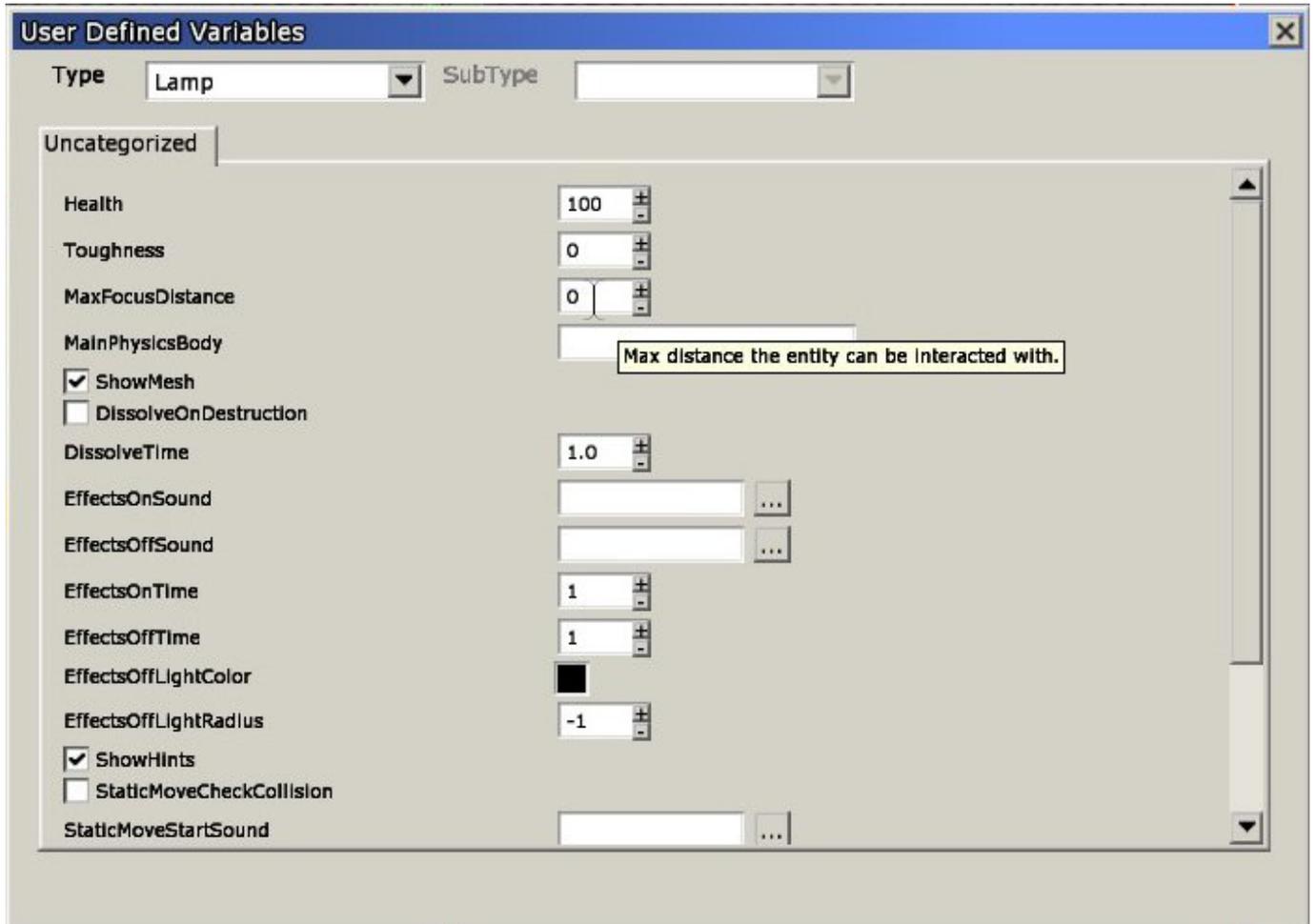


User Variables window

With this window, one can set up properties for the entity. First, a type and subtype(if any) shall be picked from the respective combo boxes. When this is done, a list of variables will appear below them.



If defined, you can get information on a variable by moving the mouse over it.



NOTE: These variables are game-specific.

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

Permanent link: https://wiki.frictionalgames.com/hpl2/tools/editors/model_editor/usersvars

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