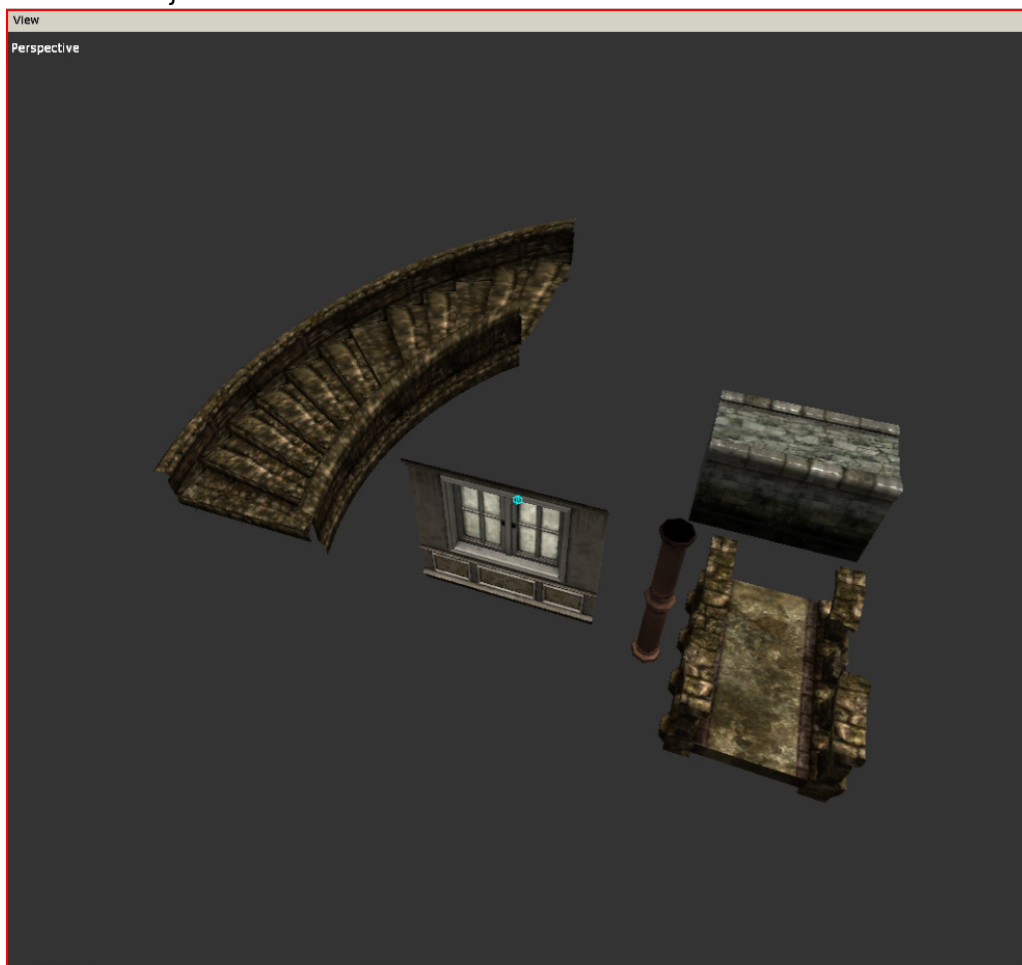# Level Editor - Props

Static Objects and Entities.

The HPL2 Level Editor is a prop heavy level designer. About 90% of your map will consist of prop **Walls, Ceilings, and Doorways. Props also make up details such as windows, furniture, debris, etc… I will talk about that later on.**

Props are created by selecting the *Static Objects* tool(6) and some with the *Entity Tool* (7). Both tools do not use the same props, Static Objects is used for props that are used to **create the map, such as Walls, Ceilings, Doorways(not doors), Debris with physics(Rocks, Carpets).**

The Entity Tool is used for props you can **interact and Script** with. **Props such as Doors, Closets and chests that open, tinderboxes/oil, NPC, interactive items, notes and diary entries.** Think **dynamic** with entities, they are the props that are used in scripting and events. Entities would be something like a key that opens a door, or a door that loads a new map. Entities are Props that can or do serve a purpose, **think physics, furniture, inventory items, quest items, levers, doors, torches, etc…**

- *Example of Static Objects

Example of Entities**
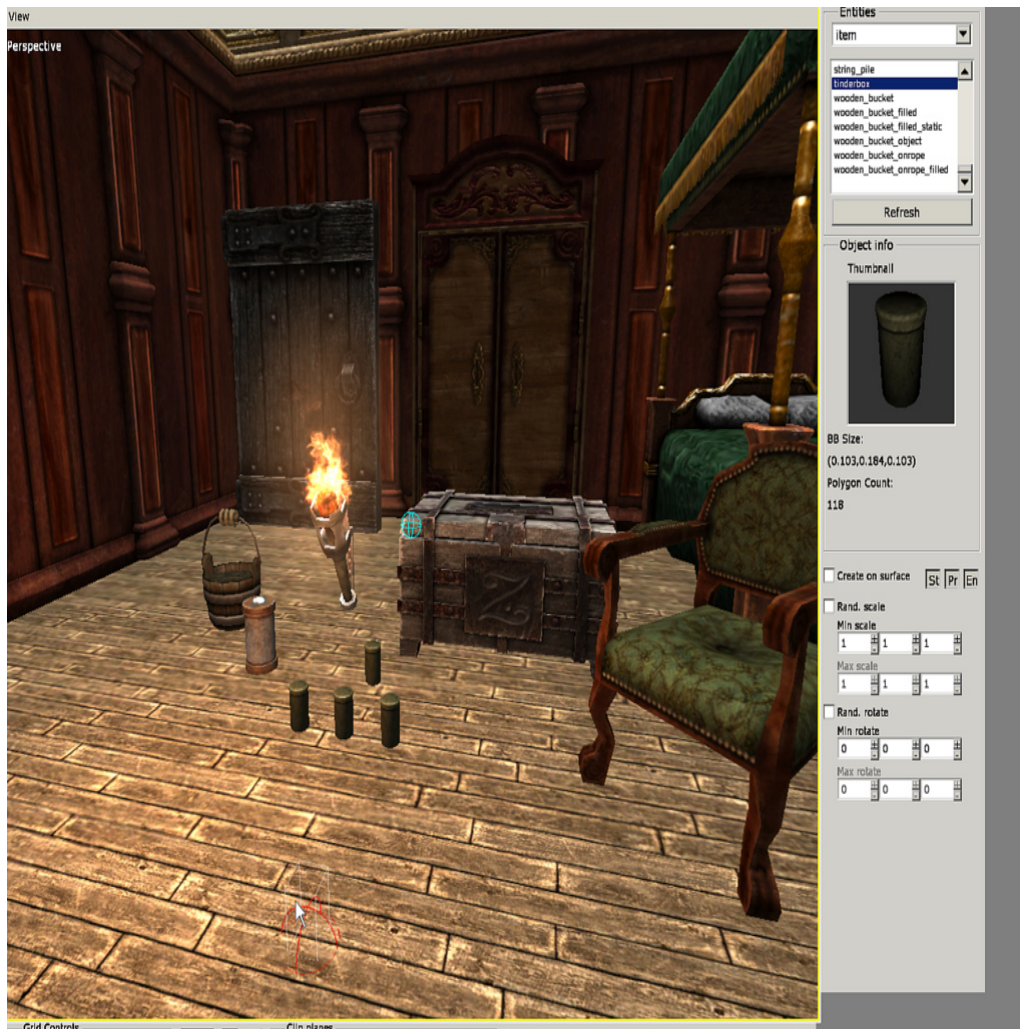
Prop Dimensions(height, width, positions)

The importance.

Dimensions for props are incredibly important