

DetailMeshEntity EditMode



This mode is used to create detail mesh entities. These are useful for adding details to a level without much impact on the performance.

- **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.
- **Create on surface:** when this is on, you are able to create objects on the surface of other objects, such as static objects, entities, primitives or terrain.
- **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.
- **Color settings:** this will define a color range from which a color will be picked for every new placed object.

More on DetailMeshEntities [here](#).

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