Static Objects

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.

General Parameters

- **Name**: Name for the static object.
- **Position**: 3D Vector storing the position in world.
- **Rotation**: 3D Vector storing the rotation.
- **Scale**: 3D Vector storing the scale of the placed object.
- **Mesh**: file name of the mesh that conforms the static object.

Specific Parameters

- **Cast Shadows**: if enabled, the object will cast shadows when illuminated by a properly set light.
- **Collides**: if enabled, the object will keep entities to get through it ingame.