

# StaticObject EditMode

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.

The creation window is a bit more complex than the ones we have seen previously. In detail, its composed of:

- **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.
- **Defaults:** showing right next to the thumbnail are the defaults for the current selected entry: shadows (on for shadow casters), collides (on for solid objects) and occlude (on for occluders). These are useful for speeding up placement, since they save the user from having to set the above properties one by one after placement.
- **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.

More on Static Objects [here](#).

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