Subject: Re: M06 Raveshaw Statue
Posted by reborn on Sat, 16 Jun 2007 12:10:44 GMT
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psufan wrote on Fri, 15 June 2007 22:53Crap.. ID out of allocated range..

Im out of ideass..

Open the .lvl file for the map, go to level settings in level edit, then make the terrain selectable, go to the statue and double click it, this will give you the exact ID of the object.
Then just delete the object via it's ID on map load.

I'm not entirely sure that will work, but it's worth a try.