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Subject: Re: level edit

Posted by [IronWarrior](#) on Fri, 29 Jun 2007 05:16:44 GMT

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CdCyBoRg wrote on Thu, 28 June 2007 19:13: Is there a way to combine 2 objects into one and have it in the preset tree?

Eg. make a laser wall and a pt in it, then save it as a preset in the preset tree as Purchase Terminal. then click the object you made, then click make, But level edit still has the presets as there default name?

No, not really.

There might be a way to bone the object to an other, but thats hell alot of work, compard to just spawning the objects you want, next to each other, wherever you want them.

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