Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Tue, 18 Mar 2008 09:26:11 GMT
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PsuFan wrote on Mon, 17 March 2008 20:09I wasnt aware we had moderators, But you miss understood what I ment about moving the statue. And I dont think the statue is a terrain so I dont know why everyone keeps "enable terrain selectable".

Tha statue is PART of the TERRAIN. All terrain data is stored in the .lsd file. Tiles are terrain. Tiles made it easier to add animated models later into the map. ()

And indeed Enable Terrain Selectable and then delete the statue wont work (it will only work when you are making the mod clientside)

I would stick with the plan of Zion