

---

Subject: Re: M06 Raveshaw Statue

Posted by [Zion](#) on Tue, 18 Mar 2008 22:59:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Reaver11 wrote on Tue, 18 March 2008 09:26Tha statue is PART of the TERRAIN. All terrain data is stored in the .isd file. Tiles are terrain. Tiles made it easier to add animated models later into the map. ( )

This is untrue.

Doors are part of the tiles presets tree, however are not terrain.

The call boxes that call these presets ARE part of the terrain w3d file. THIS is why you have to enable terrain selectable, and select the call box.

---