Subject: level edit
Posted by CdCyBoRg on Fri, 29 Jun 2007 00:13:22 GMT

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?

Subject: Re: level edit
Posted by IronWarrior on Fri, 29 Jun 2007 05:16:44 GMT

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

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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.