
Subject: Re: M06 Raveshaw Statue

Posted by [Ivan275](#) on Wed, 27 Jun 2007 03:36:44 GMT

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do this, load the objects file into lvl edit, Presets > Tile > " <Artist Tests>" > _DSAPO > DSP_Ravashaw, Click mod, "Physics Model", set "skin blamo"

or try setting Damage points to 0 that should work as well and the statue will be killable

PS. it's not a part of the map, and you can add script to it.
