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Subject: level edit

Posted by [CdCyBoRg](#) on Fri, 29 Jun 2007 00:13:22 GMT

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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?

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