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Subject: Re: W3D export settings & LE Settings for invisible collision boxes  
Posted by [Veyrdite](#) on Sat, 07 Jul 2007 05:46:10 GMT

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IsHiddenObject make LE crash when i try to move it, Going to try IsEditorObject  
edit: Both seem to make me crash when i try to move them. I'm putting them under the simple  
subtree, and i think that's the problem, but where else could i put the preset?

edit2:Object\Simple\Level\_Specific\Mission\_10\M10\_MCT\_Placeholder  
i found this about a month ago, it looks like a box in le, it's invisible ingame. And it uses  
IsHiddenObject, yet it doesn't crash LE when i move it about. It's decoration physics, and thats the  
problem! Works now.

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