
Subject: Re: M06 Raveshaw Statue

Posted by [Gen_Blacky](#) on Mon, 17 Mar 2008 17:32:06 GMT

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Zion Fox wrote on Mon, 17 March 2008 03:20I'm going to poke this and correct you all.

The statue is called via a call box, therefore it is stored in objects.ddb as a tile, like Reaver said.

There are two options.

You can either:

- 1). Move the call box down, which will spawn the object lower
- 2). Edit the object from the presets tree.

The reason the ID system you tried didn't work is because the object is spawned, and given the ID on spawn, this will vary the ID.

The reason the statue is like this is because you can actually destroy it in the campaign.

I thought you guys would have knew this by now?

^

MadRockz wrote on Mon, 17 March 2008 10:17MadRockz wrote on Sun, 16 March 2008 03:38lol

You just need to remove the statue with "Enable Terrain

Selectable". Then save the map. Open XCC Mixer and replace the

old .idd and .lsd with the new .idd and .lsd.

Then you are done, BUT you can walk throught the statue, thats

how Kamuix removes the Invisible Walls, Objects etc.

lol thats very ugly and not a good way to do it.
