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Subject: Re: M06 Raveshaw Statue

Posted by [IAmFenix](#) on Mon, 17 Mar 2008 19:54:57 GMT

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Zion Fox wrote on Sun, 16 March 2008 20:20 I'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?

This happens to be a more logical answer.

But I presume if you were to move it up to 400 it should be invisible to the normal view.

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