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Subject: Re: M06 Raveshaw Statue

Posted by [Zion](#) on Mon, 17 Mar 2008 21:20:18 GMT

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PsuFan wrote on Mon, 17 March 2008 03:33mad, how am I supposed to know what you did

mero, I think i tried editing the preset tree and it didnt work, dont really remember. And obviously if i deleted the object in LE and it was still in the level, moving it from LE wouldnt move it in the map. Unless your saying edit the preset and move the world box lower then where the statue is?

You obviously don't understand how call boxes (otherwise known as proxies) work then. I never said move the statue, as that won't effect it. I said move the call box.

However, some callboxes are hidden, so you'll either need to know where it is, or figure out some other way of getting it.

Call boxes are part of the terrain, so you will need to enable terrain selectable.

Or follow the other method and, like Reaver said, edit it from the presets tree giving it 0 points.

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But anyway, this topic has been solved, why are we still discussing it?

On creators consent, I vote that a moderator locks this topic.

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