

---

Subject: Re: what is this?

Posted by [jonwil](#) on Wed, 07 May 2008 13:17:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The dependencies tab tells the level editor and game about any assets (w3d files, sounds etc) that an object requires.

It is only used to aid in building the game when you export to a mix or pkg and possibly on game load (i.e. so that leveledit knows what assets need to go into the output file and so that the game knows what assets to load)

---