
Subject: Re: Release 4 mods

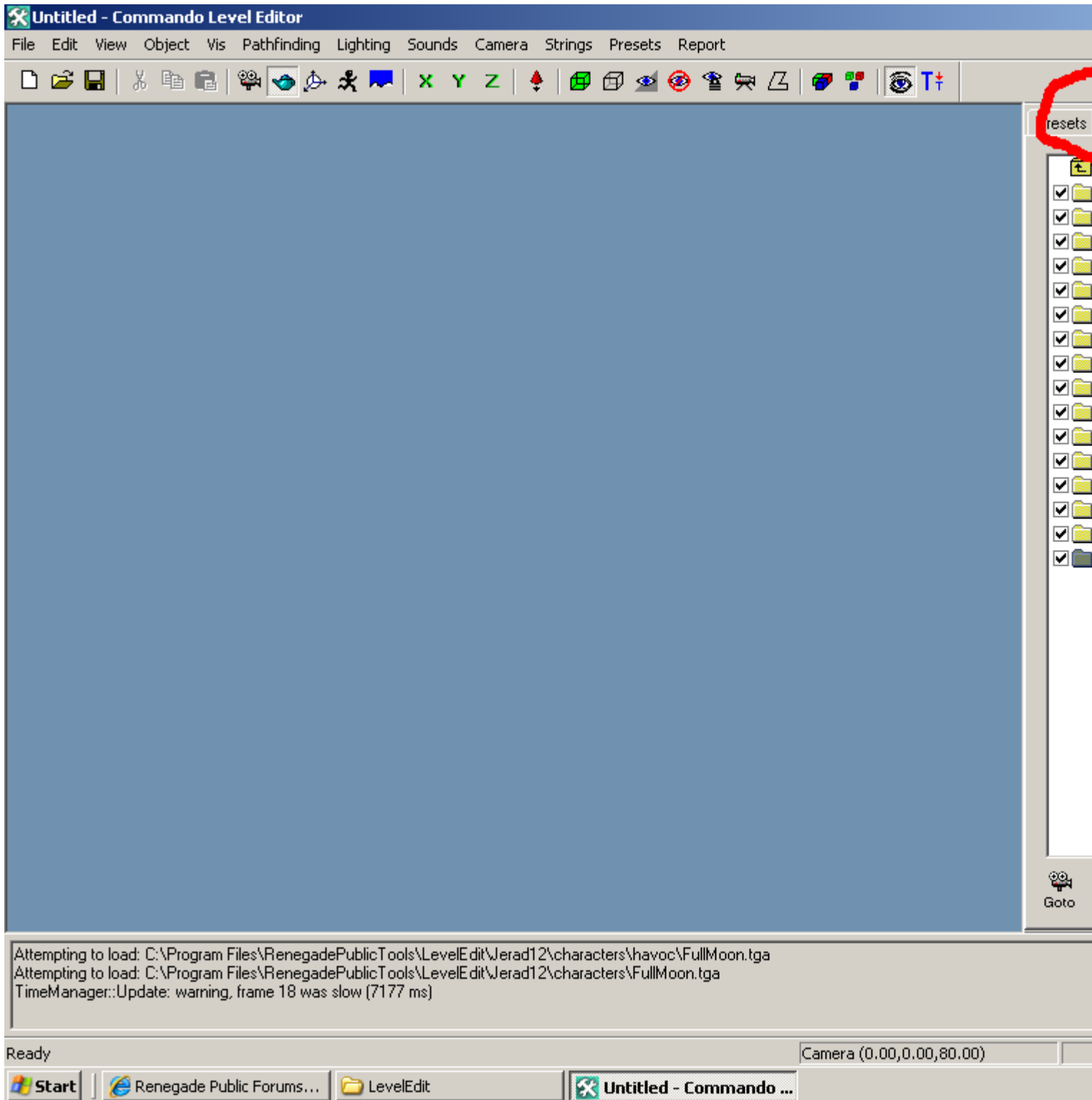
Posted by [Jerad2142](#) on Tue, 26 Dec 2006 02:34:03 GMT

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Okay people say a picture is worth 1000 words so 4 should do it, so this is how to select invisible objects:

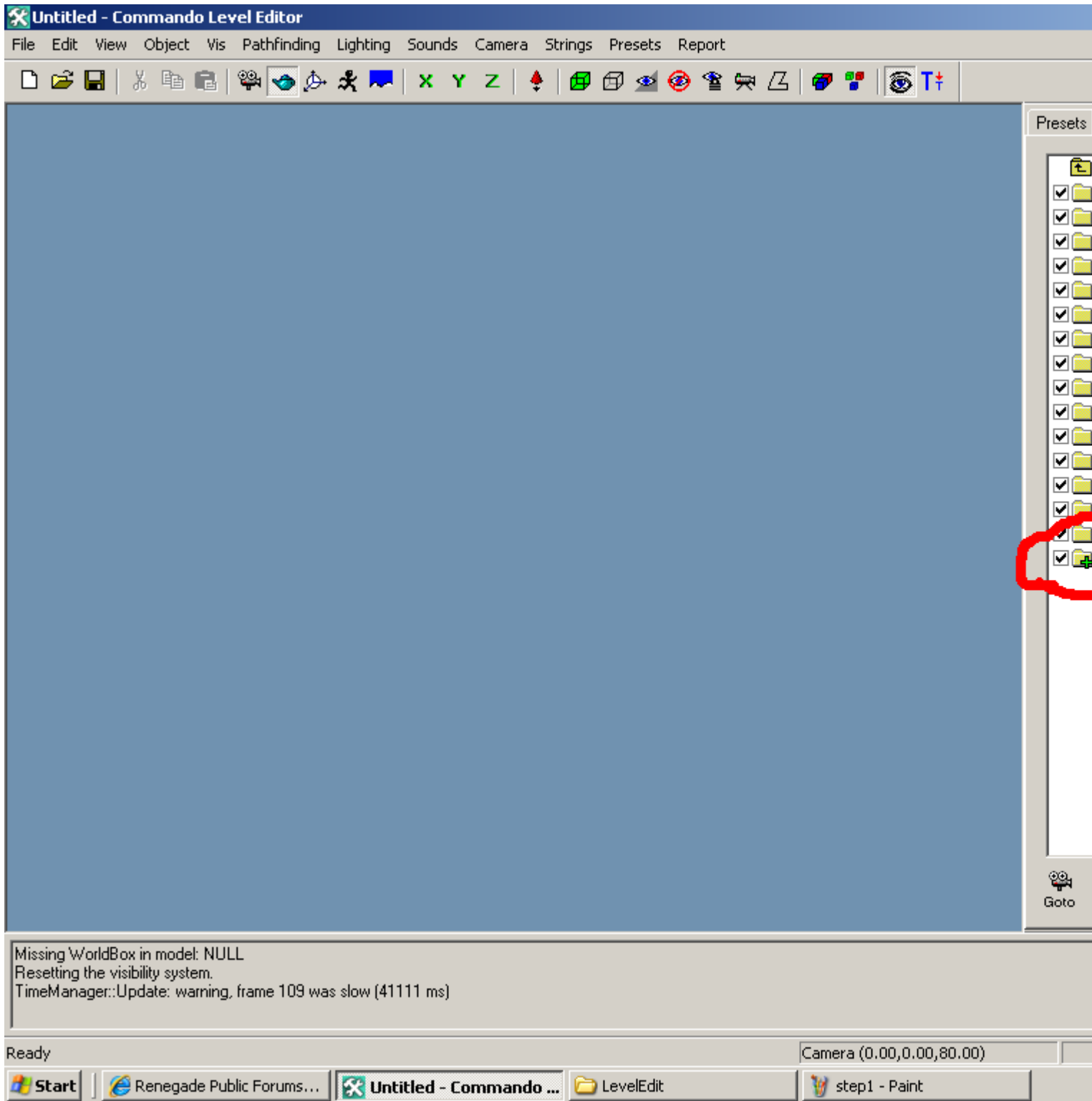
File Attachments

1) [step1.png](#), downloaded 889 times

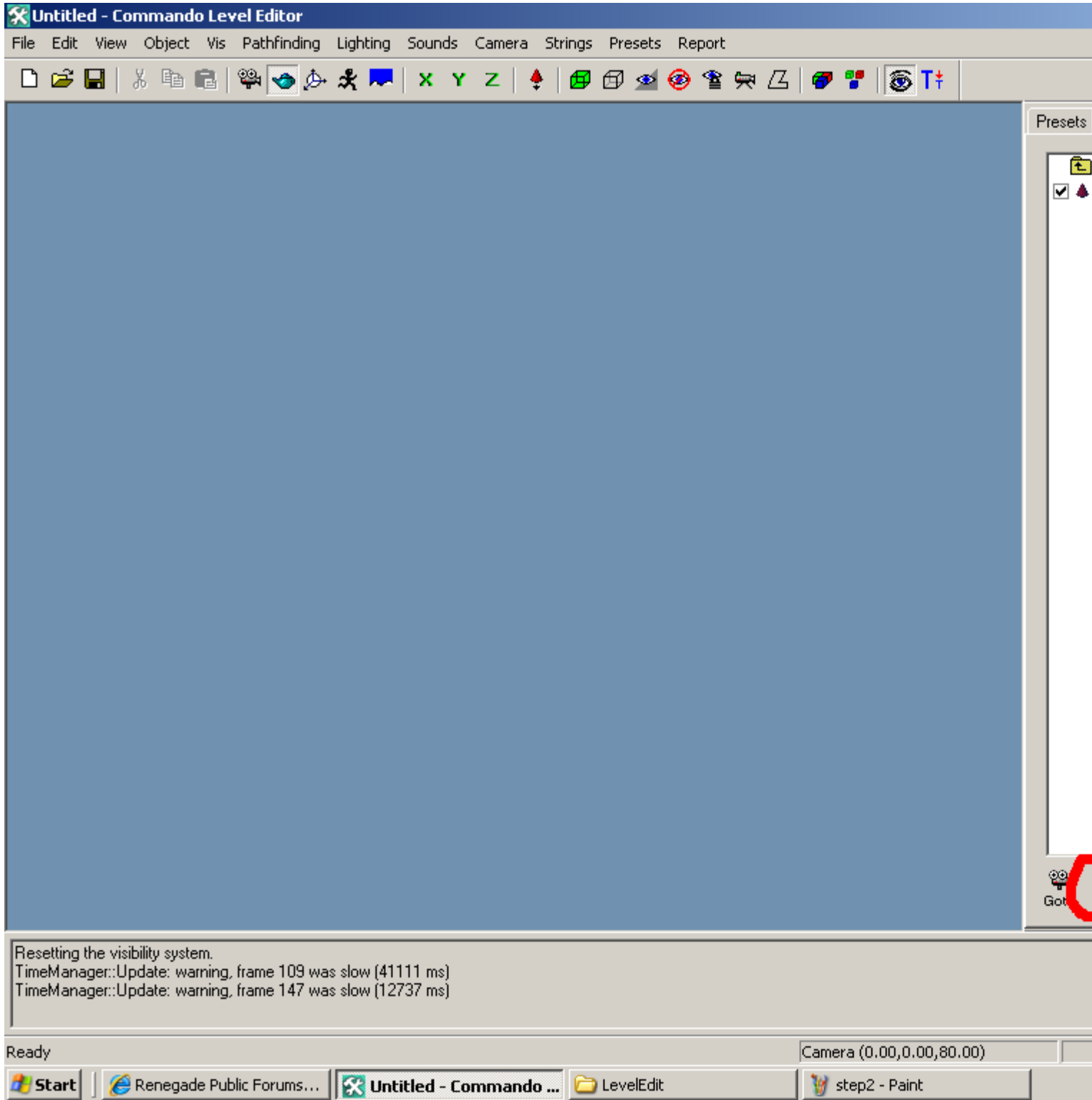


Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Jerad12\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Jerad12\characters\FullMoon.tga
TimeManager::Update: warning, frame 18 was slow (7177 ms)

2) [step2.png](#), downloaded 887 times

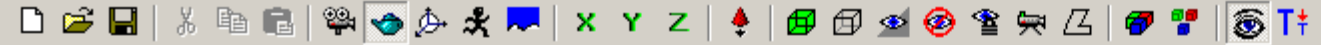


3) [step3.png](#), downloaded 876 times



Resetting the visibility system.
TimeManager::Update: warning, frame 109 was slow (41111 ms)
TimeManager::Update: warning, frame 147 was slow (12737 ms)

4) [step4.png](#), downloaded 878 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Scripts:

Name	Params
------	--------

Add...

Modify...

Delete

OK

Cancel

TimeManager::Update: warning, frame 147 was slow (12737 ms)
TimeManager::Update: warning, frame 151 was slow (35407 ms)
TimeManager::Update: warning, frame 156 was slow (38562 ms)

Ready

Camera (0.00,0.00,80.00)



Renegade Public Forums...

Untitled - Commando ...

LevelEdit

step4 - Paint