Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Sun, 16 Mar 2008 17:20:27 GMT
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PsuFan wrote on Sun, 16 March 2008 09:23I deleted the object in LE but it started apppearing on the level anyway. I ended up just putting the lvl file in data folder once I edited the lvl from the FTP. (creating the lvl yourself does not work)

The statue is stored in the .lsd file

The statue is a level-tile

Tile -> <artist tests> -> _dsapo -> DSP_Ravashaw

It has damage points set to 100. There you get the score from.

The easiest way is to Blocked it of with junk.

What you could try is rig a destroy script to the ip as soon as the level loads the statue is being destroyed.