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Subject: "Embed Nodes" option in LE  
Posted by [jonwil](#) on Wed, 25 May 2011 03:20:05 GMT  
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Anyone know what the "Embed Nodes" option in LE does, what its for and whether its useful for anything (and whether anyone is using it)?

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Subject: Re: "Embed Nodes" option in LE  
Posted by [Gen\\_Blacky](#) on Wed, 25 May 2011 05:25:15 GMT  
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Yes its very useful but I don't use it much. Saves all instances on the map to a preset.

<http://www.youtube.com/watch?v=kLHfFGUhm2E>

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Subject: Re: "Embed Nodes" option in LE  
Posted by [reborn](#) on Wed, 25 May 2011 09:42:03 GMT  
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I tried using it before to make groups of things that I used in the same pettern regulary. However, I found that it moved them sometimes which was not satisfactory.

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