

How to convert the cube (or any object) into a static mesh asset

- Summon a cube
- Select the cube you have summoned in the game world.
- In the Details panel, go to the "Mesh" section and click on the arrow next to the mesh asset name.
- Select "Create Static Mesh" from the dropdown menu. This will create a new static mesh asset that represents your cube.
- u can now use this to create special objects

Revision #2

Created 28 April 2023 16:53:55 by naruzkurai

Updated 28 April 2023 16:56:15 by naruzkurai