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

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