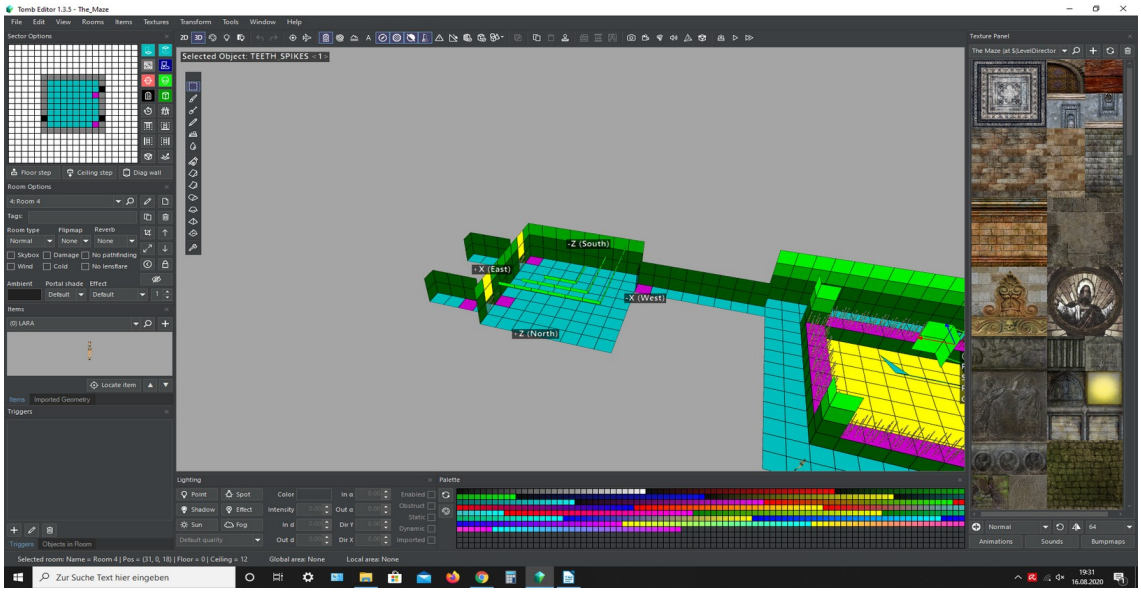

Tomb Editor 1.3.5 - The_Maze
File Edit View Rooms Items Textures Transform Tools Window Help
Selected Object: TEETH SPIKES -1-
-Z (South)
+X (East)
-X (West)
+Z (North)
Texture Panel
Sector Options
Room Options
Items
Triggers
Lighting
Palette
Selected room: Name = Room 4 | Pos = (31, 0, 18) | Floor = 0 | Ceiling = 12
Global area: None
Local area: None
Zur Suche Text hier eingeben
19:31
16.08.2020