

Other Objects

Objects that are *not* editor-placeable (they either exist on maps already, or can only be created via script commands.)

Subcategories

- [Other Objects - Celestial](#)
- [Other Objects - Connections](#)
- [Other Objects - Flags](#)
- [Other Objects - Lights](#)
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Other Objects Commands

- [chainLength](#)
- [createCrater](#)
- [createJoint](#)
- [createJointExt](#)
- [createJointExt_-_6DOFJoint](#)
- [createJointExt_-_DistanceJoint](#)
- [createJointExt_-_FixedJoint](#)
- [createJointExt_-_RevoluteJoint](#)
- [createJointExt_-_SphereJoint](#)
- [createRope](#)
- [createWaterDisturbance](#)
- [destroyRope](#)
- [drop](#)
- [exportMapSHP](#)
- [flag](#)
- [flagOwner](#)
- [fn_vbs_nearestRoad](#)
- [getConeIndex](#)
- [getLightAmbient](#)
- [getLightBrightness](#)
- [getLightColor](#)
- [getLightFrustum](#)
- [getLightType](#)
- [getMaxEvaporation](#)
- [getMaxRainDensity](#)
- [getSunRise](#)
- [getSunSet](#)
- [getSurfaceDrainage](#)
- [getSurfaceMaterial](#)
- [getSurfaceMoisture](#)
- [getSurfRoughness](#)
- [getWaterColor](#)
- [getWaterLevel](#)
- [getWaterSurfaceOpacity](#)
- [getWaveHeight](#)
- [getWavesDirectionAngle](#)
- [isFlatEmpty](#)
- [isOnRoad](#)
- [lightAttachedObject](#)
- [lightAttachObject](#)
- [lightDetachObject](#)
- [lightObjects](#)
- [ListShapeFiles](#)
- [loadBiotope](#)
- [loadShape](#)

- moonIntensity
- nearRoads
- Other Objects
- Other Objects - Celestial
- Other Objects - Connections
- Other Objects - Flags
- Other Objects - Lights
- Other Objects - Particles
- Other Objects - ShapeFiles
- Other Objects - Surfaces
- Other Objects - Surfaces - Get
- Other Objects - Surfaces - Set
- ParticleArray
- ParticleTemplates
- resetSnowHeights
- resetTerrainHeights
- resetTerrainHeightsWater
- resetTerrainHeightsWrp
- roadsConnectedTo
- roadSurfaceHeight
- setConeIndex
- setCurrent
- setDriveAngularVelocity
- setDriveLinearVelocity
- setDriveOrientation
- setDrivePosition
- setDropInterval
- setFlagOwner
- setFlagSide
- setFlagTexture
- setFlattenGround
- setLightAmbient
- setLightBrightness
- setLightColor
- setLightFrustum
- setLightType
- setMaxEvaporation
- setMaxRainDensity
- setParticleCircle
- setParticleLongRange
- setParticleParams
- setParticleRandom
- setShapeProperty
- setSnowHeightArea
- setSnowHeightRadius
- setSurfaceDrainage
- setSurfaceMoisture
- setTerrainHeight
- setTerrainHeightArea
- setWaterColor

- `setWaterLevel`
- `setWaterOpacity`
- `setWaterSurfaceOpacity`
- `setWavesDirectionAngle`
- `ShapeProperty`
- `snowHeight`
- `sunOrMoon`
- `surfaceIsWater`
- `surfaceNormal`
- `surfaceType`
- `terrainHeight`
- `terrainHeightArea`
- `underlyingSurface`
- `UnloadShape`
- `VBS ParticleShape`
- `waterImpulse`
- `winchClassName`
- `winchCreate`
- `winchDelete`
- `winchDispose`
- `winchEndSegment`
- `winches`
- `winchRemoveRope`
- `winchRopeLength`
- `winchSegmentOffset`
- `winchStartSegment`
- `winchUnwind`
- `winchUnwindTo`