

What is the difference between prefab colors?

There are 3 types of prefabs:

Blue []:

Regular prefabs, you'll want to use these for the vast majority of applications.

Pink []:

This is how PrefabLibrary prefabs differ from their blue counterparts:

- They can be placed from the PrefabLibrary, a special resource browser made for placement of common terrain objects.
- Using parameters stored on the pink variant, the Prefab Library can automatically randomize things scale and rotation on placement.
- If you are not currently using the Prefab Library, you can just stick to the blue variant.

Warning: PrefabLibrary prefabs cannot be edited, for example saving changes to an inheriting version will not work.

Orange []:

PrefabsEditable, these can be edited or deleted ingame by GameMaster.

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