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Subject: ugh!

Posted by [Anonymous](#) on Thu, 24 Oct 2002 16:49:00 GMT

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I want a spinning fan blade, so i used the fan blade texture on a circular plane, i then set it to rotate, but it rotates form the corner, so a it desent spin but it moves the whole texture.does that make any sense?also how can i make a texture cast a shadow, like the fan blades in the refinery in the levels?

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