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Subject: LevelEdit Sounds + Lighting Help

Posted by [SuperMidget](#) on Wed, 02 Mar 2005 14:07:04 GMT

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I guess you're right guys.. grrr

Thnx anyways

just ONE more question

I'm trying to make a swinging door (like normal ones in real-life). To animate it I need to pivot it 90 degrees from a specific point to make it perfect, but I don't know how to move the pivot point when 'animate' is selected. (the pivot button is unavailable when anime is pressed)

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