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Subject: AGT guns will not fit

Posted by [Halo38](#) on Wed, 14 May 2003 11:54:25 GMT

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The AGT guns building controller is only effected by the X,Y,Z co-ordinates not the rotational angle.

You have to rotate, your entire map in gmax (or just the AGT) for it to be alligned right.

I think there is something in renhelp about this too.

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