Subject: Re: LE rotating objects on X & Y axis.
Posted by Jerad2142 on Mon, 23 Jul 2007 22:12:10 GMT
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dthdealer wrote on Sun, 22 July 2007 00:28
Objects/Simple/Mission_Specific/Mission_01/M01_Propaganda_Screens_JDG/M01_Propag
anda_Screen_01

when i create it, it doesn't appear. I double-click (goto) it and everything dissapears and i appears.
The camera is in a spot where i would normally see the rest of the map, yet it isn't there. I double
click another normal instance and i reappear back where everything is. Are these worldspaces, if
so how do i use them?

What is happing is it cannot find the correct 3d model so it just places the object at the maps 0,0,0
axis. It is not visible because it has nothing to show.