
Subject: Re: LE rotating objects on X & Y axis.
Posted by [Veyrdite](#) on Fri, 27 Jul 2007 07:53:18 GMT
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In simple language please, i dont know what you mean Jerad.

What about a invisible-box non-targetable non-collidable soldier that deploys mines. im guessing i would set him up with M00_Cinematic_Attack_Command_DLS or similiar and setup customs that kill him when theres a mine at coords. That would require a new weapon as the mine-laying is not accurately straight ahead of the player, and i wouldn't know how to set the customs and rest up. So much for that one.
