
Subject: Re: C&C_Epocilation

Posted by [Spice](#) on Mon, 20 Aug 2007 06:33:53 GMT

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What happened is when you rotated the AGT, the proxies didn't get rotated as well. The little boxes on the inside of the buildings (gmax) represent where the interior peices are placed in level edit. When you rotate the buildings, make sure you are moving those with them.

This map is looking super! I can't wait to play it.
