Subject: Re: Laser Walls
Posted by mrÃ£Ã§Ä·z on Wed, 30 Jul 2008 15:42:50 GMT
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pvtschlag wrote on Mon, 28 July 2008 03:18madrackz wrote on Sun, 27 July 2008 04:06You cant rotate objects serverside, just the Z rotation works

Not true, you can set the transform of an object with PhysicalGameObj::Set_Transform(Matrix3D *mat)
serverside? pic?