
Subject: Re: Quick LE question - Obelisk POV
Posted by [Altzan](#) on Sat, 23 Oct 2010 21:45:52 GMT
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I repositioned it a little and now it works proper. I guess it has to do with the rotational facing of the house or something.

New problem though, yay...

when I host, I move fine, but any client has a problem. Specifically, the game thinks they're always facing northeast. So if they face northeast it's fine but if they face southwest, pressing forward makes them leg backwards.

What the heck, Renegade.
