Subject: Rotate?
Posted by Anonymous on Mon, 14 Oct 2002 19:09:00 GMT
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In leveledit, i find the sliding doors in dsapo and then i hit make. I want to rotate the door because it is sideways. How do i rotate it? it wont let me use the right mouse button to do this.

Subject: Rotate?
Posted by Anonymous on Mon, 14 Oct 2002 19:11:00 GMT
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< or >

Subject: Rotate?
Posted by Anonymous on Mon, 14 Oct 2002 19:18:00 GMT
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Double click, go to position and uncheck restrict rotation to 90 degrees- that is unless your door hole is at a right angle to it, then just type in 90 to geometrically rotate it counter-clockwise, or -90 to go clockwise. This will be more prescise.

Subject: Rotate?
Posted by Anonymous on Mon, 14 Oct 2002 19:27:00 GMT
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for some reason my keyboard is adding extra letters with eAch letter I write For exaMPLE,HERE IS tHIS post WITHouT my eDiTing:P/O9XSfobvr xsomne bvreaxsomny mnmny kemnybvoabvrd ,cixs add,cimnyg exstbvra .l9ettebvrxs w,cith ea,cih k..l9ettebvfr ,CI wbvfr,cite.l FRo9bvfr exsaMNP/.L9E,C HYEBVFRE ,CIXS tHY,CKIXS p/o9xst W,CIThyo9uT mnmnhy eD,CIT,cimnyg:

Subject: Rotate?
Posted by Anonymous on Mon, 14 Oct 2002 19:33:00 GMT
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i just fixed it by swaping keyboards with my other comp.thx guys i will try your suggestions.

Subject: Rotate?
Posted by Anonymous on Tue, 15 Oct 2002 17:13:00 GMT
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< > worked for what i needed.