Subject: How do I rotate something level edit?
Posted by Anonymous on Tue, 14 Jan 2003 17:11:00 GMT
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I want to make my destroyed orcas look like they really did crash. I want the front to go down but I don't know how to rotate something.

Subject: How do I rotate something level edit?
Posted by Anonymous on Tue, 14 Jan 2003 17:41:00 GMT
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you mighy know this already, but incase you dont and you want to something about it, a palm tree on C&C_Beach is floating in the air. its near the boat.

Subject: How do I rotate something level edit?
Posted by Anonymous on Tue, 14 Jan 2003 17:44:00 GMT
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when rotating something, like a building controler, press < or >

Subject: How do I rotate something level edit?
Posted by Anonymous on Tue, 14 Jan 2003 17:58:00 GMT
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remove the drop to ground option, and select the axe (x,y,z) then click and hold right mouse button

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Subject: How do I rotate something level edit?
Posted by Anonymous on Tue, 14 Jan 2003 18:02:00 GMT
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What he said ^^

Subject: How do I rotate something level edit?
Posted by Anonymous on Thu, 16 Jan 2003 08:58:00 GMT
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guess he doesnt care...

Subject: How do I rotate something level edit?
Posted by Anonymous on Thu, 16 Jan 2003 09:07:00 GMT
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Really? I haven't noticed that. The only problem I've had on beach is people climbing up onto the top of the cliffs.

Subject: How do I rotate something level edit?
Posted by Anonymous on Thu, 16 Jan 2003 09:51:00 GMT
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did you also notice on C&C_hourglass some of the rocks are floating?

Subject: How do I rotate something level edit?
Posted by Anonymous on Thu, 16 Jan 2003 11:37:00 GMT
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really? where?