
Subject: LE rotating objects on X & Y axis.

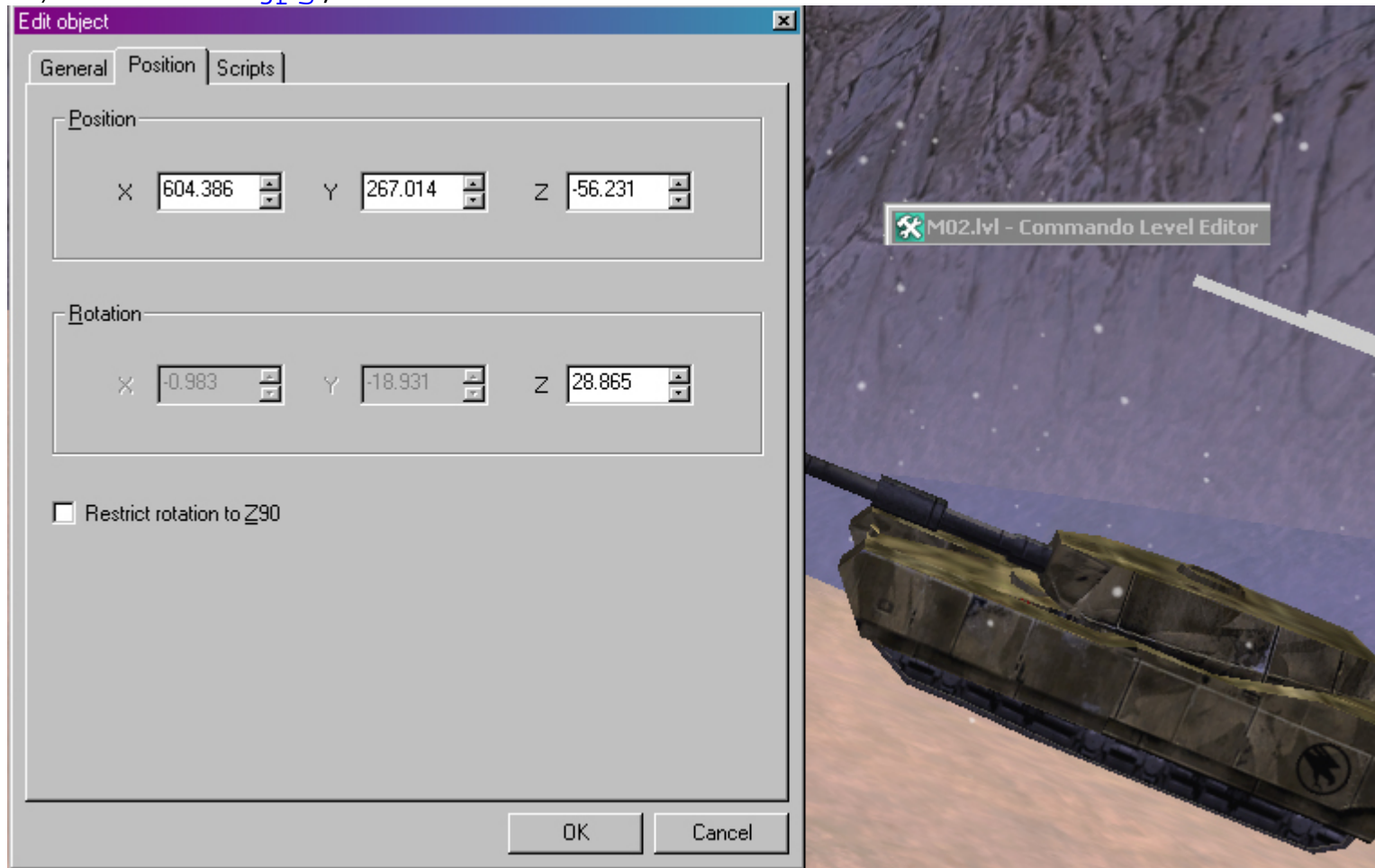
Posted by [Veyrdite](#) on Sat, 21 Jul 2007 01:23:09 GMT

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How is it done? The SP levels have done it.

File Attachments

1) [rotation.jpg](#), downloaded 579 times



Subject: Re: LE rotating objects on X & Y axis.

Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 02:14:13 GMT

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Select the object you wish to rotate, then click and hold the right mouse button on the object you wish to rotate, then drag the mouse in different directions to find your bearings.

Subject: Re: LE rotating objects on X & Y axis.

Posted by [Sn1per74*](#) on Sat, 21 Jul 2007 02:43:33 GMT

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It won't work serverside.

Subject: Re: LE rotating objects on X & Y axis.

Posted by [Veyrdite](#) on Sat, 21 Jul 2007 07:28:54 GMT

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that only duplicates the object.

edit, sorry, thats when restriction of z90 is on. thanks

Subject: Re: LE rotating objects on X & Y axis.

Posted by [danpaul88](#) on Sat, 21 Jul 2007 11:02:58 GMT

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Indeed, serverside will only allow 15 degree increments in Z rotation, and will probably completely ignore X and Y rotation. If you try to use something other than the default 15 degree increments it will simply reset to the closest increment, and your nicely lined up walls suddenly become a jumbled mess >.<

Subject: Re: LE rotating objects on X & Y axis.

Posted by [futura83](#) on Sat, 21 Jul 2007 18:20:53 GMT

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if you go into the sbot test server and go on m02.mix, there is a raised bit at the end of the platform. that is what happens when you try serverside rotations

Subject: Re: LE rotating objects on X & Y axis.

Posted by [Veyrdite](#) on Sun, 22 Jul 2007 06:28:35 GMT

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Objects/Simple/Mission_Specific/Mission_01/M01_Propaganda_Screens_JDG/M01_Propaganda_Screen_01

when i create it, it doesn't appear. I double-click (goto) it and everything dissapears and i appears. The camera is in a spot where i would normally see the rest of the map, yet it isn't there. I double click another normal instance and i reappear back where everything is. Are these worldspaces, if so how do i use them?

EDIT:How would i go about respawrning proximity mines?

Subject: Re: LE rotating objects on X & Y axis.
Posted by [Sn1per74*](#) on Sun, 22 Jul 2007 14:55:18 GMT
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dthdealer wrote on Sun, 22 July 2007 01:28
EDIT:How would i go about respawrning proximity mines?
Like as a weapon spawner?

Subject: Re: LE rotating objects on X & Y axis.
Posted by [danpaul88](#) on Sun, 22 Jul 2007 15:00:29 GMT
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I don't think you can, as C4 is not among the objects that a spawner can create. You can only spawn C4 ammo for players to pickup, not actual armed C4.

Subject: Re: LE rotating objects on X & Y axis.
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 15:08:12 GMT
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dthdealer wrote on Sun, 22 July 2007 02:28
EDIT:How would i go about respawrning proximity mines?
Do you mean setting up C4 weapon spawners? Or setting up minefields?

Subject: Re: LE rotating objects on X & Y axis.
Posted by [nodelites](#) on Sun, 22 Jul 2007 21:05:31 GMT
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danpaul88 wrote on Sun, 22 July 2007 11:00I don't think you can, as C4 is not among the objects that a spawner can create. You can only spawn C4 ammo for players to pickup, not actual armed C4.

its possible, but its difficult, tedious, and takes a long time.

Subject: Re: LE rotating objects on X & Y axis.
Posted by [Jerad2142](#) on Mon, 23 Jul 2007 22:12:10 GMT
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dthdealer wrote on Sun, 22 July 2007 00:28
Objects/Simple/Mission_Specific/Mission_01/M01_Propaganda_Screens_JDG/M01_Propaganda_Screen_01

when i create it, it doesn't appear. I double-click (goto) it and everything disappears and i appears. The camera is in a spot where i would normally see the rest of the map, yet it isn't there. I double click another normal instance and i reappear back where everything is. Are these worldspaces, if so how do i use them?

What is happening is it cannot find the correct 3d model so it just places the object at the maps 0,0,0 axis. It is not visible because it has nothing to show.

Subject: Re: LE rotating objects on X & Y axis.
Posted by [Veyrdite](#) on Fri, 27 Jul 2007 07:53:18 GMT
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In simple language please, i dont know what you mean Jerad.

What about a invisible-box non-targetable non-collidable soldier that deploys mines. im guessing i would set him up with M00_Cinematic_Attack_Command_DLS or similiar and setup customs that kill him when theres a mine at coords. That would require a new weapon as the mine-laying is not accurately straight ahead of the player, and i wouldn't know how to set the customs and rest up. So much for that one.
