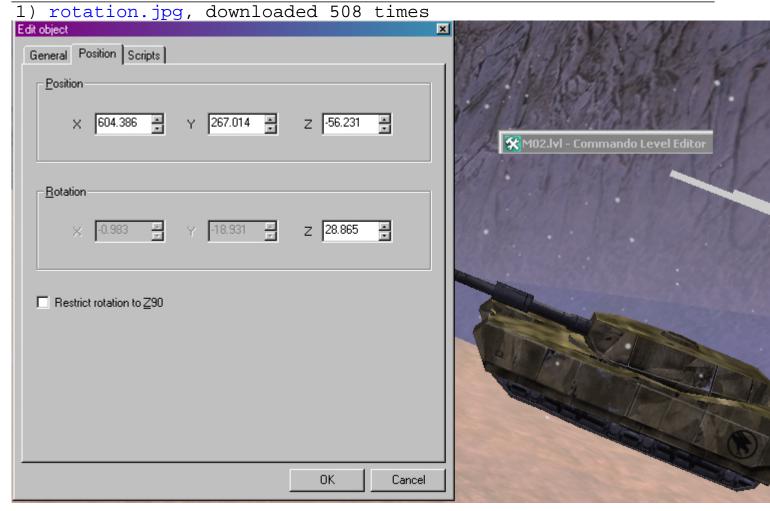
Subject: LE rotating objects on X & Y axis. Posted by Veyrdite on Sat, 21 Jul 2007 01:23:09 GMT

View Forum Message <> Reply to Message

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

File Attachments



Subject: Re: LE rotating objects on X & Y axis. Posted by R315r4z0r on Sat, 21 Jul 2007 02:14:13 GMT

View Forum Message <> Reply to Message

Select the object you with 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 barrings.

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

Posted by Sn1per74* on Sat, 21 Jul 2007 02:43:33 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Objects/Simple/Mission_Specific/Mission_01/M01_Propaganda_Screens_JDG/M01_Propaganda_Screens_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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

danpaul88 wrote on Sun, 22 July 2007 11:00l 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

View Forum Message <> Reply to Message

dthdealer wrote on Sun, 22 July 2007 00:28

Objects/Simple/Mission Specific/Mission 01/M01 Propaganda Screens JDG/M01 Propag

anda 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?

What is happing 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 View Forum Message <> Reply to Message

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.