
Subject: Rotating objects on an Axis in LE
Posted by [Veyrdite](#) on Thu, 11 Oct 2007 10:33:38 GMT
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I have noticed in Le if you have two objects, one with the z90 restriction on and the other off, you can move them around strange axes.
Any comments on how to predict this use?

P.S. If you get rid of the z90 restriction on terrain in le(all meshes), and rotate all the meshes at once you can get some strange results.
