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Subject: rotating PTs in level edit?

Posted by [--oo00o00oo--](#) on Mon, 27 Oct 2003 22:08:05 GMT

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of course u can rotate things by hitting < and > for going from wall to wall. but is there away to rotate the PTs so they can, say lay on the floor or be placed in a ceiling?

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Subject: rotating PTs in level edit?

Posted by [TheKGBspy](#) on Mon, 27 Oct 2003 22:09:32 GMT

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sure just deselct the "drop to ground" option, then select x,y or z for the roation axis, then right click to rotate

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Subject: rotating PTs in level edit?

Posted by [--oo00o00oo--](#) on Mon, 27 Oct 2003 22:14:25 GMT

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ty very much

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Subject: rotating PTs in level edit?

Posted by [griffen](#) on Wed, 29 Oct 2003 21:19:10 GMT

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whats the name of the files for all the pts and save settings?

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Subject: rotating PTs in level edit?

Posted by [Nightma12](#) on Wed, 29 Oct 2003 21:49:10 GMT

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there under Global Config

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