
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 >.<
