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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?

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