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Subject: Re: Quick LE question - Obelisk POV

Posted by [GEORGE ZIMMER](#) on Sat, 23 Oct 2010 23:18:30 GMT

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Altzan wrote on Sat, 23 October 2010 16:45I repositioned it a little and now it works proper. I guess it has to do with the rotational facing of the house or something.

New problem though, yay...

when I host, I move fine, but any client has a problem. Specifically, the game thinks they're always facing northeast. So if they face northeast it's fine but if they face southwest, pressing forward makes them leg backwards.

What the heck, Renegade.

Positioning of the map is messed up. You'll have to go back into gmax and re-center it. To do this, go to the Hierarchy, then select "Affect pivot only". Then do "Center to object".

...Or, if I'm wrong, just center the map by selecting the whole thing and making the coords 0,0,0 (THEN do the pivot thing). I dunno, never had this problem myself but if I recall this is why it happens.

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