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Subject: Glitches

Posted by [Obelisk](#) on Sun, 24 Jul 2005 04:53:27 GMT

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Sometimes i start to get glitches on my maps i make. They cause the clients controls to screw up. like backwards lags them forward and other stuff with the terrain objects. does anyone know what causes it or how to fix it?

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Subject: Re: Glitches

Posted by [YSLMuffins](#) on Mon, 25 Jul 2005 02:31:57 GMT

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Group everything on your map in gmax and center it at 0,0,0. Then start your map over in leveledit.

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