Subject: Serverside Question
Posted by Kamuix on Fri, 05 Aug 2005 05:50:06 GMT
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I notice hat when i am making my serverside maps that you cant rotate objects and if you do they wont show up rotated in the game. Is there away to rotate them and show up rotated ingame?

Subject: Re: Serverside Question
Posted by reborn on Fri, 05 Aug 2005 10:35:10 GMT
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No, you can't tilt them either.

Subject: Re: Serverside Question
Posted by TEKNIK on Sun, 07 Aug 2005 16:29:18 GMT
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Acctually there is a way of making objects animated in game. I know this (and so should you) from the things like, doors moving, chrio doors opening etc). When exporting the w3d object, did you export it with animation? Or are you on about the acctual map itself? Why not just make it as if it were an object.

Subject: Re: Serverside Question
Posted by Cat998 on Sun, 07 Aug 2005 18:09:08 GMT
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Buckery wrote on Fri, 05 August 2005 07:50I notice hat when i am making my serverside maps that you cant rotate objects and if you do they wont show up rotated in the game. Is there away to rotate them and show up rotated ingame?

I have no problems with rotating objects in serverside maps