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Subject: Rotation(newb question)  
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:41:00 GMT  
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how do you rotate an object in LevelEdit with heigthfield

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Subject: Rotation(newb question)  
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:43:00 GMT  
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I don't believe you can effect position at all with heightfield. One corner starts at 0,0 and it works from there. What you creat initially is what you are stuck with.

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Subject: Rotation(newb question)  
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:45:00 GMT  
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so I can't make an object that's facing left turn around to face it's right?

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Subject: Rotation(newb question)  
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:46:00 GMT  
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Are you talking about an object, or the terrain?

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Subject: Rotation(newb question)  
Posted by [Anonymous](#) on Wed, 01 Jan 2003 19:14:00 GMT  
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< > keys, double click and turn off the restrict 90.Does that help?

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