Subject: AGT guns will not fit
Posted by SgtZilla on Wed, 14 May 2003 00:25:59 GMT
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My AGT's guns are always off of there right position and i cant correct them

they look like all as group are twisted 90 deg.

Subject: AGT guns will not fit
Posted by SomeRhino on Wed, 14 May 2003 00:30:09 GMT
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Rotate the building controller 90 degrees.

Subject: AGT guns will not fit
Posted by SgtZilla on Wed, 14 May 2003 02:04:29 GMT
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Tried that still doesnt work

Subject: AGT guns will not fit
Posted by laeubi on Wed, 14 May 2003 07:29:39 GMT
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can you plz post a screenshot?

Subject: AGT guns will not fit
Posted by Halo38 on Wed, 14 May 2003 11:54:25 GMT
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The AGT guns building controller is only effected by the X,Y,Z co-ordinates not the rotational angle.

You have to rotate, your entire map in gmax (or just the AGT) for it to be alligned right.

I think there is something in renhelp about this too.

Subject: AGT guns will not fit
Posted by SgtZilla on Thu, 15 May 2003 22:13:19 GMT
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I was hoping that, that whould be my last resort for fixing it but it seems like that's what im stuck with

umm do any of you know how to rotate everything in the mod editor on the same axis????

Subject: AGT guns will not fit
Posted by JRPereira on Thu, 15 May 2003 22:28:30 GMT
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just group it first if you have any problems