Subject: Rotating problem in Commando......
Posted by maytridy on Fri, 08 Aug 2003 22:08:31 GMT
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In commando, I have a tile that I made. I select it and restict to Z axis, then right click and drag, but it won't rotate.   Any ideas?

http://www.n00bstories.com/image.fetch.php?id=1218799136

Subject: Rotating problem in Commando......
Posted by npsmith82 on Sat, 09 Aug 2003 02:43:09 GMT
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I may be talking out my arse, but i was under the impression that you could rotate things with the < and > buttons?

Subject: Rotating problem in Commando......
Posted by maytridy on Sat, 09 Aug 2003 02:49:34 GMT
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no........Genocide figured it out for me. You have to double click the object and change a setting.

Subject: Rotating problem in Commando......
Posted by Laser2150 on Sat, 09 Aug 2003 03:31:22 GMT
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yeah changing the numbers by double clicking gets best results....
But i thought you could rotate by locking the Z axis...

Subject: Rotating problem in Commando......
Posted by maytridy on Sat, 09 Aug 2003 12:43:48 GMT
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I had to double-click the object, go to positions, then uncheck "Restric rotation to Z90." I could then rotate the object freely by right-clicking and dragging.