Subject: newbie question
Posted by General Havoc on Fri, 21 Mar 2003 17:00:43 GMT
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You use the "<" and ">" to rotate an object in Leveledit. Double click the object and on the location tab you will see a box saying "Restrict Z90" if you check this box it will restrict the rotation to 90 degree angles. If you uncheck it then you can rotate it more accuratly.

If your new to modding get Dantes Renhelp 1.9 and Stonerooks FAQ, they will help you out a lot with most of your questions.

_General Havoc