Subject: Re: Racetrack map problem again...HELP PLZ!!!
Posted by Cpo64 on Thu, 14 Jun 2007 23:04:21 GMT

yes, 0,0,0 is x,y,z. Its the centre of the "world" or the 3d space in any level. If it was very far off this centre say 1000,1000,1000 it might be responsible, but as you stated this isn't the case.