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Subject: Re: Laser Walls

Posted by [pvtschlag](#) on Mon, 28 Jul 2008 08:18:36 GMT

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madrackz wrote on Sun, 27 July 2008 04:06 You cant rotate objects serverside, just the Z rotation works

Not true, you can set the transform of an object with `PhysicalGameObj::Set_Transform(Matrix3D *mat)`

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