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Subject: newbie question

Posted by [ohmybad](#) on Fri, 21 Mar 2003 00:56:29 GMT

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Im pretty new at modding and I have a stupid question. How do you spin and object??

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Subject: newbie question

Posted by [Majiin Vegeta](#) on Fri, 21 Mar 2003 02:35:22 GMT

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theres a little thing at the top like a curved arrow..click on that and then clicik one of the axis to spin on that axis...

/me is also new to modding

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Subject: THANKS!

Posted by [ohmybad](#) on Fri, 21 Mar 2003 02:51:16 GMT

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THANK YOU!

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Subject: newbie question

Posted by [lmdgr8one](#) on Fri, 21 Mar 2003 02:52:04 GMT

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NO! Im not the only newbie anymore.

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Subject: I mean....

Posted by [ohmybad](#) on Fri, 21 Mar 2003 13:37:38 GMT

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How do you spin an object in renegade edit(map editor)???

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Subject: Re: I mean....

Posted by [Majiin Vegeta](#) on Fri, 21 Mar 2003 13:40:40 GMT

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ohmybadHow do you spin an object in renegade edit(map editor)???

level edit?...no idea

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Subject: newbie question

Posted by [StoneRook](#) on Fri, 21 Mar 2003 16:07:54 GMT

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use the arrow keys

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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 accurately.

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

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Subject: newbie question

Posted by [Cpo64](#) on Fri, 21 Mar 2003 17:25:07 GMT

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You can not rotate a "Terrain" object in Commando Editor, just so you don't go try it. If you want that rotated, you have to do it in RenX.

Atleast, I can't rotate a terrain object...

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Subject: One more thing...

Posted by [ohmybad](#) on Sat, 22 Mar 2003 01:52:38 GMT

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How would i make it so nod starts out with a level 1 key card and gdi starts out with a level 2 key card when spawn?

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