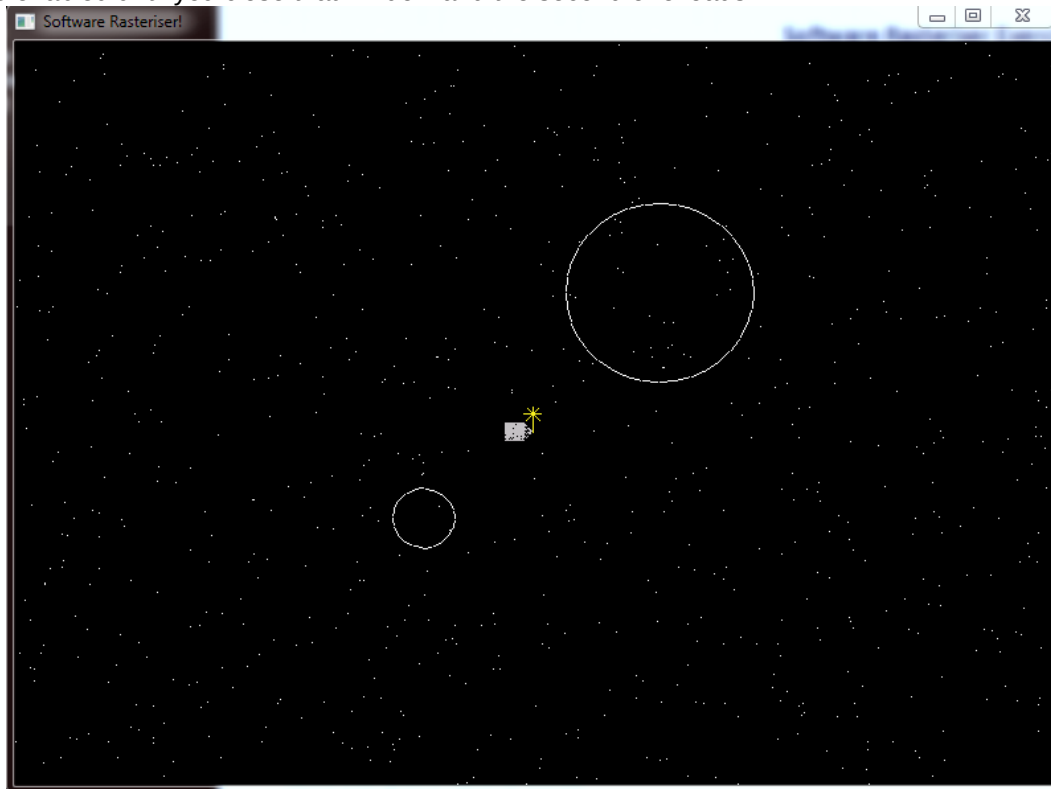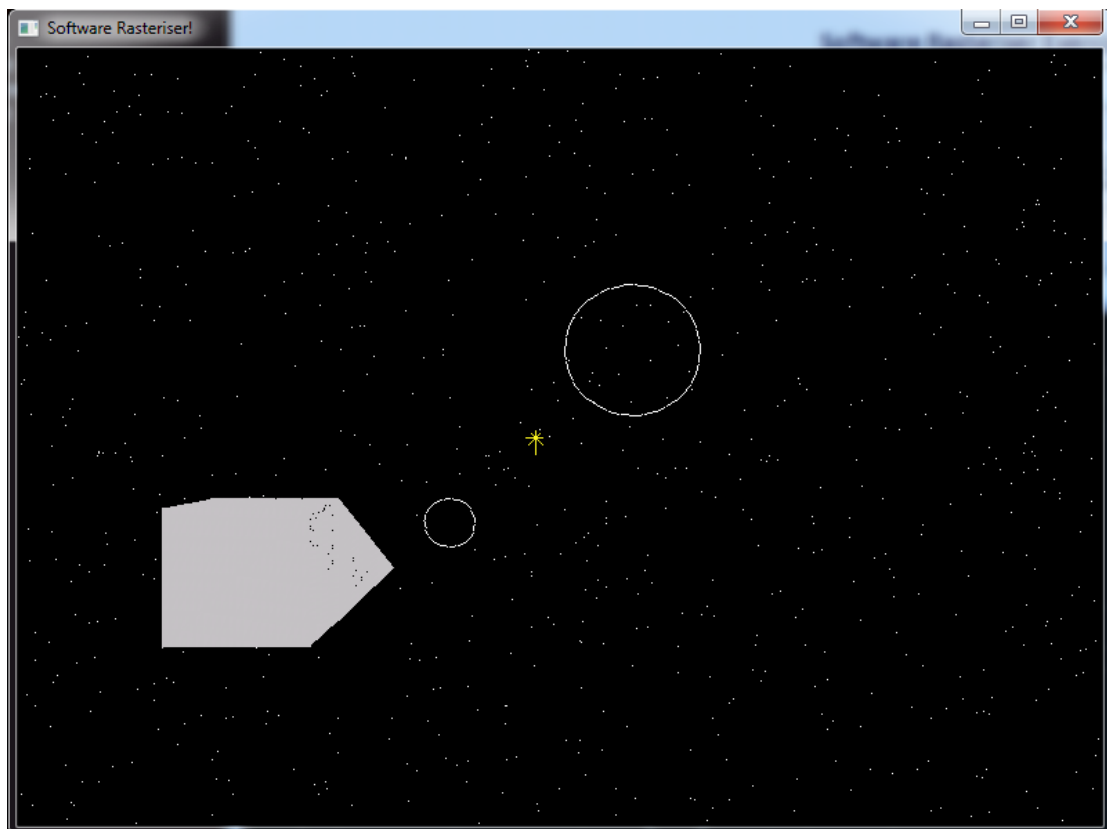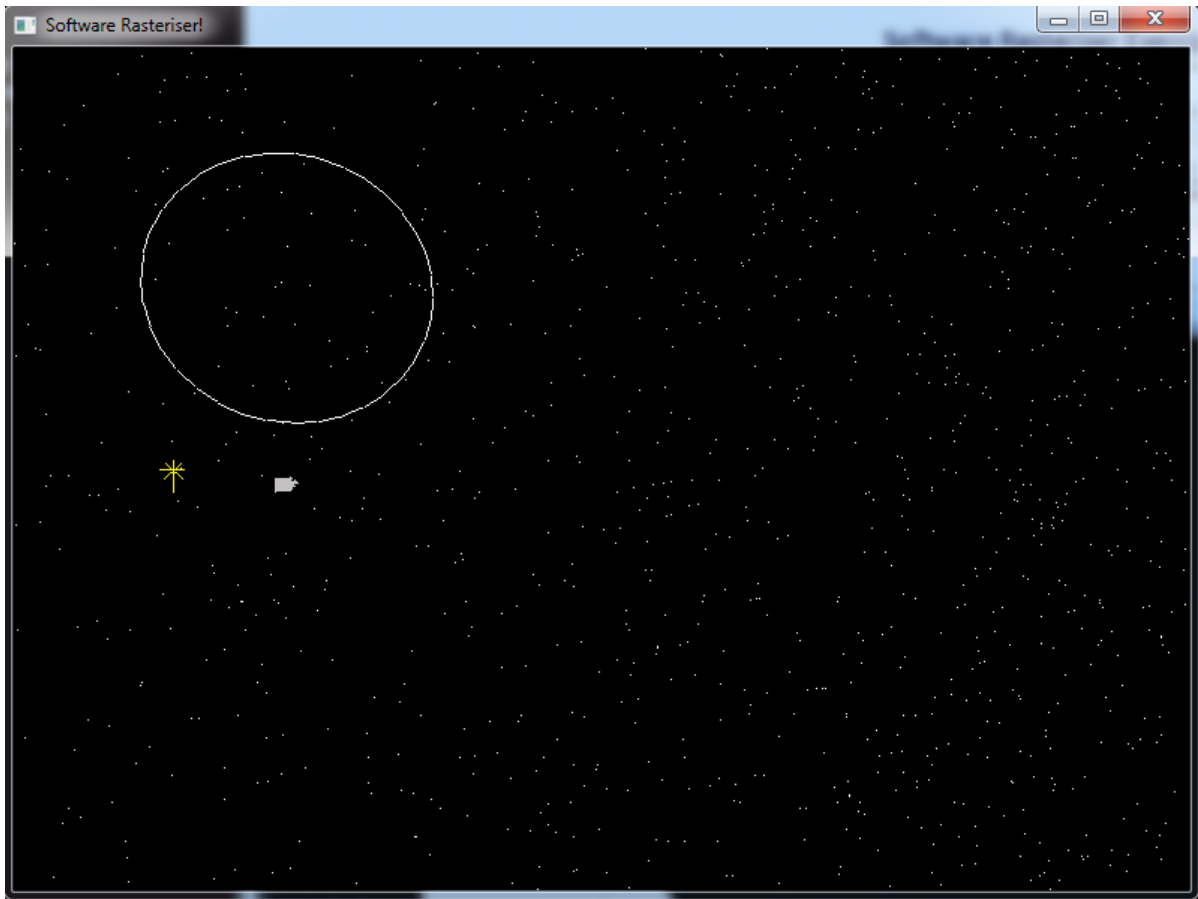I've encountered a really interesting bug with my Rasteriser where it will load a window, but the movement won't be enabled until you close that window and the second one loads...
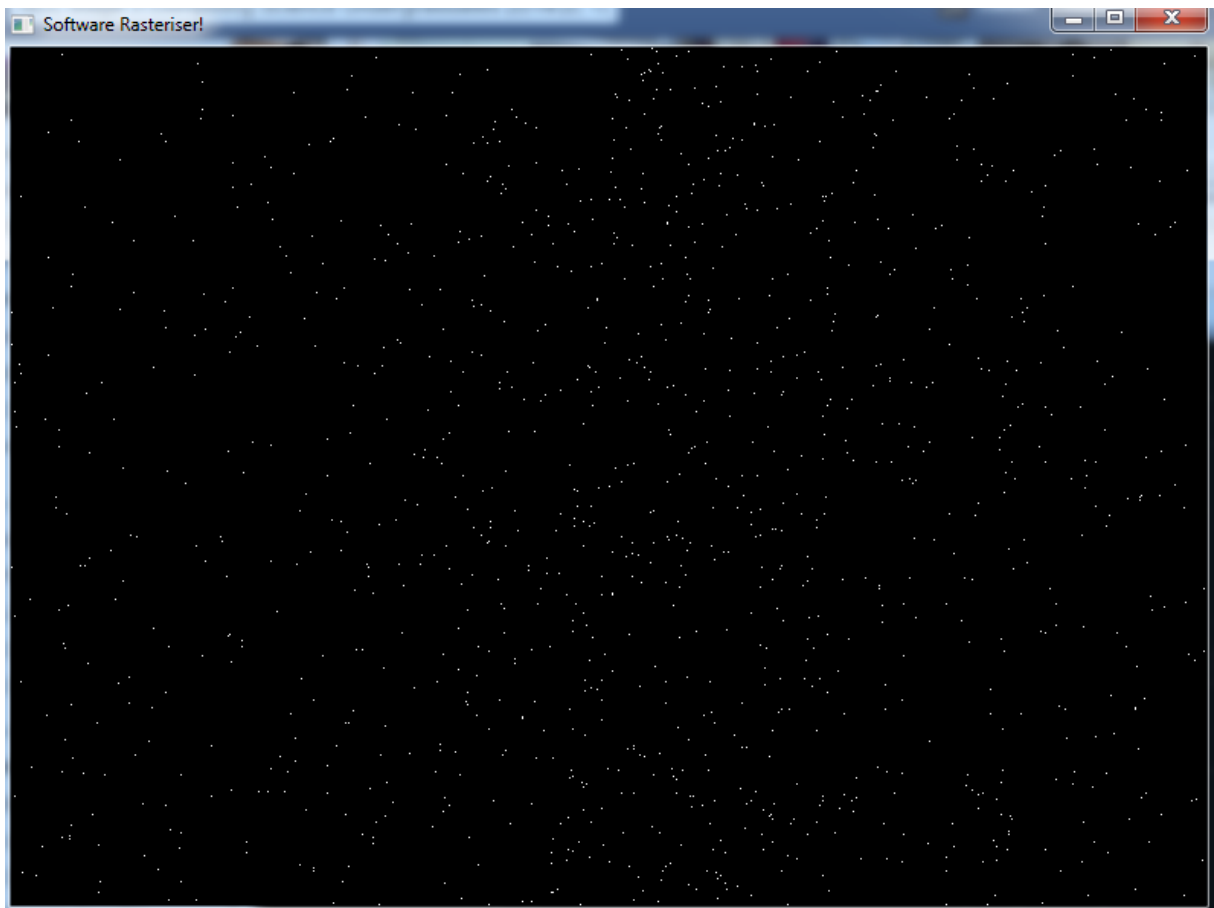

The initial scene.

The ship close up.

Rotated to the right

Rotated to the left