
Subject: Re: Z-Facing
Posted by [jnz](#) on Tue, 01 May 2007 23:22:34 GMT
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Well, no because it would never change (unless you were in a vec).

Rotation or facing around a Z axis would turn it left and right.
Rotation or facing around a X axis would make it face up or down
Rotation or facing around a Y axis would make it lean to the left or right.

X == -----
Y == |
 |
 |
 |
Z == . (straight up)

Sorry about my post, i got it wrong. It's X not Y.
