Subject: Re: Commands->Set_Facing
Posted by Ethenal on Wed, 19 May 2010 11:51:00 GMT

jonwil wrote on Wed, 19 May 2010 04:17Force_Camera_Look_Player is not what you want. You pass it the GameObject for a player and it forces that players camera to face and look at a given position.
Set_Facing should work just fine for infantry, I know its been used for infantry before.

That's what I thought, but apparently it never worked properly according to a few people (one said it only worked on star objects), and we've tested it multiple times so I can't figure out what's up. Set_Position works perfectly, but Set_Facing simply does nothing.