
Subject: Re: Commands->Set_Facing

Posted by [Ethenal](#) on Wed, 19 May 2010 15:55:26 GMT

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Sladewill wrote on Wed, 19 May 2010 07:03Set Facing works totally fine for me. Hes probably trying to move the wrong gameobj

Set_Position works on the same GameObject pointer so no, I'm not using the wrong object.
