Set_Facing works on all human and vehicle objects except for infantry that are controlled by the player, which it still works for, the players camera just instantly override the Set_Facing command, rotating the player's character back to what their camera is facing.

```
float PI = 3.14159265f,Facing = 90.0f;
Vector3 pos = Commands->Get_Bone_Position(obj,"c head");
pos.X += 20.0f*(cos(Facing*PI/180));
pos.Y += 20.0f*(sin(Facing*PI/180));
Force_Camera_Look_Player(obj,pos);
```