Subject: Re: wf/air waypoint end
Posted by robbyke on Sat, 07 Apr 2012 18:14:20 GMT

jonwil wrote on Sat, 07 April 2012 17:43VehicleFactoryGameObj.Get_Creation_TM is what you want, that is the position/orientation of the car object placed in LE.

i got the position but cant seem to get the facing out of it

EDIT:

could it be that Z rotation is the the same as Commands->Get_Facing()