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Subject: Re: Question...

Posted by [robbyke](#) on Fri, 20 Apr 2012 01:53:37 GMT

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whitedragon this line doesnt work

```
Rotation.Rotate_Z(Commands->Get_Facing(o)); //Set the rotation of the script zone to the same as the beacon.
```

i fixed it by doing this

```
Commands->Set_Facing(Zone,Commands->Get_Facing(obj));
```

if it should work tell me since from what ive tested it didnt

correction i didnt fix it

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