
Subject: Help With Scripting specifically Facing
Posted by [Jerad2142](#) on Wed, 17 Jan 2007 00:18:15 GMT
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Does anyone know if there is a script command to make an infantry change directions, I have messed with set_facing for about an hour but it doesn't seem to effect the infantry.

Subject: Re: Help With Scripting specifically Facing
Posted by [Veyrdite](#) on Thu, 18 Jan 2007 02:27:20 GMT
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well, you could make a script the make the game think the player press the tunaround key (x) but thats only 180

Edit: wait, the script must exist. entering buildings in mp practice, and the tutorial do it

Subject: Re: Help With Scripting specifically Facing
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 05:33:35 GMT
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dthdealer wrote on Wed, 17 January 2007 19:27well, you could make a script the make the game think the player press the tunaround key (x) but thats only 180

Unfortunately I need the game to force you to turn a given degree.

dthdealer wrote on Wed, 17 January 2007 19:27

Edit: wait, the script must exist. entering buildings in mp practice, and the tutorial do it
Unluckily that is a look at position script, and to my knowledge, can not currently be rigged up to look at a directional degree.

Subject: Re: Help With Scripting specifically Facing
Posted by [danpaul88](#) on Thu, 18 Jan 2007 11:03:36 GMT
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How about doing it similar to how the jfw_base_defense scripts make the turret point at 3 random places?

Spawn an Invisible_Object a few meters away from the player in the direction you want them to look, and then have them look at it? You might have to use some trigonometry to work out the correct position for the box though..

Subject: Re: Help With Scripting specifically Facing

Posted by [Zion](#) on Thu, 18 Jan 2007 14:42:42 GMT

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Use a daves arrow?

Subject: Re: Help With Scripting specifically Facing
Posted by [Sir Kane](#) on Thu, 18 Jan 2007 14:48:54 GMT

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The building thing in MP practice uses Force_Camera_Look.
You could spawn an invisible object and use Lock_Soldier_Facing.

Edit: turned ";" into ".".

Subject: Re: Help With Scripting specifically Facing
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 14:50:50 GMT

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danpaul88 wrote on Thu, 18 January 2007 04:03How about doing it similar to how the jfw_base_defense scripts make the turret point at 3 random places?

Spawn an Invisible_Object a few meters away from the player in the direction you want them to look, and then have them look at it? You might have to use some trigonometry to work out the correct position for the box though..

Now there is a idea, but I hate trigonometry, so I will go into RenX make a model with a bone 1 meter away from the origin on the Y axis, then save it. Then I will use the direction facing script to change its rotation. Then the script will attach an invisible box to the bone and the script will get the invisible boxe's ID. Finally the script will do a look at object type of thing and use the ID to look at it.

Subject: Re: Help With Scripting specifically Facing
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 14:51:49 GMT

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Silent Kane wrote on Thu, 18 January 2007 07:48The building thing in MP practice uses Force_Camera_Look.

You could spawn an invisible object and use Lock_Soldier_Facing;
I was typing up my version of danpaul88's idea, when you put that up.

Subject: Re: Help With Scripting specifically Facing

Posted by [danpaul88](#) on Thu, 18 Jan 2007 15:58:50 GMT

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heh, it's messy but it should work ^^

I also hate trigonometry
