
Subject: Re: Help With Scripting specifically Facing
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 05:33:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.
