Subject: Re: Help With Scripting specifically Facing
Posted by danpaul88 on Thu, 18 Jan 2007 11:03:36 GMT

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..