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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.

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