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Subject: Re: Commands->Set\_Facing

Posted by [danpaul88](#) on Wed, 19 May 2010 07:57:41 GMT

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Try setting the looking at location instead for infantry, I can't remember the names of the functions off the top of my head but it lets you set where the infantry unit is 'looking', hence setting the direction it's facing in.

Quick bit of maths to determine the x,y,z of a location 1m from the unit in the direction you want it to face should be all you need.

EDIT: I think it's called something like Force\_Camera\_Look\_Player, but IIRC it should work for AI too.... give it a try.

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