

---

Subject: Re: Commands->Set\_Facing

Posted by [jonwil](#) on Wed, 19 May 2010 09:17:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Force\_Camera\_Look\_Player is not what you want. You pass it the GameObject for a player and it forces that players camera to face and look at a given position.

Set\_Facing should work just fine for infantry, I know its been used for infantry before.

---