danpaul88 wrote on Wed, 19 May 2010 12:12Just a thought... have you tried introducing a delay between Set_Position and Set_Facing? It's plausible that for infantry units you can't do them both in the same engine tick for whatever reason.... either try setting the facing only, or use a delayed custom to trigger the Set_Facing call on the next engine tick (ie: 0.001 second delay)

I know I have found cases like this with other things in the engine, where trying to do two things at once to an object either caused one of the two to fail or the game to simply crash.
I tried exactly that, I originally had the Set_Position and Set_Facing functions called by a single SSGM chat hook, but I split it up into two and tried the Set_Facing part separately... didn't work.

That's exactly how I called it Hex (minus the variable name), but it just doesn't work. It's not like I'm passing it an invalid argument or anything else it would have crashed by now... it simply doesn't do anything.