
Subject: Re: Commands->Set_Facing

Posted by [Ethenal](#) on Sun, 23 May 2010 15:39:19 GMT

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danpaul88 wrote on Sat, 22 May 2010 16:59 Just a thought: you weren't trying to use this on AI bots were you? If you were the bots would have simply turned around again to face the direction the AI wants to face in and ignore the facing you were setting... You would have to use the ActionParamsStruct and related functions to instruct the AI to face a particular direction. Nope, it was being used on the GameObject of whatever player used the command.
