
Subject: Re: Vehicle Poke Help
Posted by [danpaul88](#) on Tue, 12 Apr 2011 21:40:35 GMT
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Distrbd21 wrote on Tue, 12 April 2011 22:27I will get some pics of how i got mine set up.

With the daves arrow you face it the way you want it and the x,y,z i will make a video of my map that i have it working in.

The X,Y,Z does NOT set the FACING, it only sets the LOCATION. You can rotate something through a full 360 degrees and it's X,Y,Z will remain exactly the same because they have NO RELATION AT ALL to the FACING.

He is not asking how to position the vehicles, he is asking how to ROTATE them. Which that script CANNOT do.
