
Subject: Re: Question...

Posted by [Whitedragon](#) on Fri, 20 Apr 2012 04:15:35 GMT

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Set_Facing, Get_Facing, and Set_Position won't work on script zones since they aren't a PhysicalGameObj.

Anyway, how isn't the facing working? Can you not set the facing at all or is it just not facing the way you'd expect?
