
Subject: Re: Commands->Set_Position()
Posted by [Jerad2142](#) on Fri, 20 Apr 2012 12:42:30 GMT
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My guess is your code was aiming at the wrong object, as there isn't any game object I've seen that Set_Position doesn't work on. I know a lot of build servers used gunboats which changed models as their building blocks, so I am very sure that gunboats do work.
