
Subject: Re: Question...

Posted by [jonwil](#) on Fri, 20 Apr 2012 14:14:58 GMT

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Get_Facing/Set_Facing are definatly manipulating the Z axis. Get_Facing is calling Matrix3D::Get_Z_Rotation.

The reason Rotation.Z and Get_Facing/Set_Facing are different is that Get_Facing converts the returned result from Radians to Degrees before it returns it and Set_Facing converts the passed in value to Radians before using it.

The Matrix3D functions do not do this.

If you need to do the conversion, use DEG_TO_RADF and RAD_TO_DEGF.
