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Subject: Re: Commands->Set\_Position()

Posted by [jonwil](#) on Fri, 20 Apr 2012 14:18:16 GMT

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Whether Set\_Position works depends on what object type the object is.

If it is any of the following object types AND it has a valid physics object (i.e. Peek\_Physical\_Obj() returns a valid value), Set\_Position will work on it:

Beacon

C4

Cinematic

Mendoza Boss

PowerUp

Raveshaw Boss

Sakura Boss

SAMSite

Simple

Soldier

Special Effects

Vehicle

It will not work on any other object types including spawners or tiles.

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