
Subject: Re: Set_Face_Location() and bots
Posted by [Ethenal](#) on Wed, 27 Jun 2012 19:00:29 GMT
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I don't think he meant it in that context; we were trying to figure out if using that function instead of doing an ActionParamsStruct would cause the bot to turn at the correct speed on the client, instead of the standard turn-very-slowly-while-bot-shoots-at-wall-and-kills-you.
