
Subject: Re: Set_Face_Location() and bots
Posted by [Troll King](#) on Fri, 29 Jun 2012 09:21:03 GMT
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The time it takes for that bot to turn would take too long for it to shoot/move after it. The actual instant movement is done by a conversation I found out. If conversations would work you would need to do something like this:

```
int Conversation = Commands->Create_Conversation("", 100, 99999, false);  
Commands->Join_Conversation_Facing(obj, Conversation, objtoface);  
Commands->Start_Conversation(Conversation, 0);
```

EDIT: something like this is happening in MX0_Engineer1 when you poke it.
