Subject: Set_Face_Location no longer makes AI VTOLs strafe
Posted by Jerad2142 on Fri, 27 Jun 2014 12:38:12 GMT

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In 3.4.4 setting Set_Face_Location would make a VTOL face the set spot no matter what direction it was moving. In 4.X the VTOL seems to rotate to face the direction when it moves (copy pasted AI code from 3.4.4, so unless TT Team added a new flag that one has to set it seems Set_Face_Location has no affect on VTOLs).