## Subject: Re: Commands->Set_Facing
Posted by danpaul88 on Fri, 21 May 2010 09:43:31 GMT
View Forum Message <> Reply to Message

Hex wrote on Fri, 21 May 2010 10:19Commands->Set_Position(o,Vector3(101,-34,-7));
Force_Camera_Look_Player(o, 129);

Can someone try this because it gives me really odd results

Ignore that bit about Force_Camera_Look_Player, it's not exactly what I was thinking it was... bit of a brain fart moment.

EDIT: Just a thought... is Set_Facing expecting a value in degrees or radians? If it's expecting radians that's probably why it's not working properly. I would assume it's degrees but you never know...