
Subject: Commands->Set_Facing
Posted by [Ethenal](#) on Wed, 19 May 2010 03:13:05 GMT
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Does this function currently work? I thought it did, but every time I use it, it doesn't crash the server but simply does nothing... does it not take a regular GameObject?

Subject: Re: Commands->Set_Facing
Posted by [Ethenal](#) on Wed, 19 May 2010 05:51:07 GMT
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I talked to some people and it appears to only work on certain types of objects, infantry being excluded. Is there any way I could replace this functionality for use with infantry?

Subject: Re: Commands->Set_Facing
Posted by [danpaul88](#) on Wed, 19 May 2010 07:57:41 GMT
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Try setting the looking at location instead for infantry, I can't remember the names of the functions off the top of my head but it lets you set where the infantry unit is 'looking', hence setting the direction it's facing in.

Quick bit of maths to determine the x,y,z of a location 1m from the unit in the direction you want it to face should be all you need.

EDIT: I think it's called something like Force_Camera_Look_Player, but IIRC it should work for AI too.... give it a try.

Subject: Re: Commands->Set_Facing
Posted by [jonwil](#) on Wed, 19 May 2010 09:17:25 GMT
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Force_Camera_Look_Player is not what you want. You pass it the GameObject for a player and it forces that players camera to face and look at a given position.
Set_Facing should work just fine for infantry, I know its been used for infantry before.

Subject: Re: Commands->Set_Facing
Posted by [Ethenal](#) on Wed, 19 May 2010 11:51:00 GMT
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jonwil wrote on Wed, 19 May 2010 04:17 Force_Camera_Look_Player is not what you want. You pass it the GameObject for a player and it forces that players camera to face and look at a given position.

Set_Facing should work just fine for infantry, I know its been used for infantry before.

That's what I thought, but apparently it never worked properly according to a few people (one said it only worked on star objects), and we've tested it multiple times so I can't figure out what's up. Set_Position works perfectly, but Set_Facing simply does nothing.

Subject: Re: Commands->Set_Facing
Posted by [Sladewill](#) on Wed, 19 May 2010 12:03:49 GMT
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Set Facing works totally fine for me. Hes probably trying to move the wrong gameobj

Subject: Re: Commands->Set_Facing
Posted by [Ethenal](#) on Wed, 19 May 2010 15:55:26 GMT
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Sladewill wrote on Wed, 19 May 2010 07:03 Set Facing works totally fine for me. Hes probably trying to move the wrong gameobj
Set_Position works on the same GameObject pointer so no, I'm not using the wrong object.

Subject: Re: Commands->Set_Facing
Posted by [danpaul88](#) on Wed, 19 May 2010 17:12:28 GMT
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Just a thought... have you tried introducing a delay between Set_Position and Set_Facing? It's plausible that for infantry units you can't do them both in the same engine tick for whatever reason.... either try setting the facing only, or use a delayed custom to trigger the Set_Facing call on the next engine tick (ie: 0.001 second delay)

I know I have found cases like this with other things in the engine, where trying to do two things at once to an object either caused one of the two to fail or the game to simply crash.

Subject: Re: Commands->Set_Facing
Posted by [Hex](#) on Wed, 19 May 2010 17:23:45 GMT
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Set_Facing works fine

Commands->Set_Facing(o, 130);

Subject: Re: Commands->Set_Facing
Posted by [Ethenal](#) on Wed, 19 May 2010 17:34:26 GMT
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danpaul88 wrote on Wed, 19 May 2010 12:12 Just a thought... have you tried introducing a delay between Set_Position and Set_Facing? It's plausible that for infantry units you can't do them both in the same engine tick for whatever reason.... either try setting the facing only, or use a delayed custom to trigger the Set_Facing call on the next engine tick (ie: 0.001 second delay)

I know I have found cases like this with other things in the engine, where trying to do two things at once to an object either caused one of the two to fail or the game to simply crash.

I tried exactly that, I originally had the Set_Position and Set_Facing functions called by a single SSGM chat hook, but I split it up into two and tried the Set_Facing part separately... didn't work.

That's exactly how I called it Hex (minus the variable name), but it just doesn't work. It's not like I'm passing it an invalid argument or anything else it would have crashed by now... it simply doesn't do anything.

Subject: Re: Commands->Set_Facing
Posted by [Sladewill](#) on Wed, 19 May 2010 22:33:37 GMT
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have u tried using a different ssgm source

Subject: Re: Commands->Set_Facing
Posted by [Hex](#) on Wed, 19 May 2010 22:37:17 GMT
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Post your source

Subject: Re: Commands->Set_Facing
Posted by [Hex](#) on Fri, 21 May 2010 09:19:45 GMT
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Commands->Set_Position(o,Vector3(101,-34,-7)); Force_Camera_Look_Player(o, 129);

Can someone try this because it gives me really odd results

Subject: Re: Commands->Set_Facing
Posted by [danpaul88](#) on Fri, 21 May 2010 09:43:31 GMT
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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...

Subject: Re: Commands->Set_Facing
Posted by [Hex](#) on Fri, 21 May 2010 09:44:44 GMT
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So was I, Force_Camera_Look_Player should NOT be used

Subject: Re: Commands->Set_Facing
Posted by [Ox90](#) on Fri, 21 May 2010 16:18:35 GMT
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Hex wrote on Fri, 21 May 2010 11:44So was I, Force_Camera_Look_Player should NOT be used
yes, because its evil! oh no, wait... force_camera_look was for the aimbot! stupid me

Subject: Re: Commands->Set_Facing
Posted by [Ethenal](#) on Fri, 21 May 2010 17:04:38 GMT
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Ox90 wrote on Fri, 21 May 2010 11:18Hex wrote on Fri, 21 May 2010 11:44So was I,
Force_Camera_Look_Player should NOT be used
yes, because its evil! oh no, wait... force_camera_look was for the aimbot! stupid me

I had a feeling it was at least similar to that particular function...

On topic though: pretty sure this function's broken. I got what I needed through other means, but

yeah. No cigar.

Subject: Re: Commands->Set_Facing
Posted by [danpaul88](#) on Sat, 22 May 2010 21:59:44 GMT
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Just a thought: you weren't trying to use this on AI bots were you? If you were the bots would have simply turned around again to face the direction the AI wants to face in and ignore the facing you were setting... You would have to use the ActionParamsStruct and related functions to instruct the AI to face a particular direction.

Subject: Re: Commands->Set_Facing
Posted by [Ethenal](#) on Sun, 23 May 2010 15:39:19 GMT
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danpaul88 wrote on Sat, 22 May 2010 16:59: Just a thought: you weren't trying to use this on AI bots were you? If you were the bots would have simply turned around again to face the direction the AI wants to face in and ignore the facing you were setting... You would have to use the ActionParamsStruct and related functions to instruct the AI to face a particular direction. Nope, it was being used on the GameObject of whatever player used the command.

Subject: Re: Commands->Set_Facing
Posted by [Jerad2142](#) on Tue, 25 May 2010 13:19:18 GMT
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Set_Facing works on all human and vehicle objects except for infantry that are controlled by the player, which it still works for, the players camera just instantly override the Set_Facing command, rotating the player's character back to what their camera is facing.

```
float PI = 3.14159265f, Facing = 90.0f;  
Vector3 pos = Commands->Get_Bone_Position(obj, "c head");  
pos.X += 20.0f*(cos(Facing*PI/180));  
pos.Y += 20.0f*(sin(Facing*PI/180));  
Force_Camera_Look_Player(obj, pos);
```
