

ISXEQ2 - Bug #2247

Face on actors/loc/# doesn't work properly on non-standard actors / boats/lifts

2023-11-06 03:23 PM - Kannkor

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>This is usually on objects that we don't really consider a standard actor (not npcs etc). Usually platforms, or other things like that. In this example, which is easy to test on, I'll be using a boat.</p>	
<p>Location: Antonica</p>	
<p>Loc: 439.729645,-37.428322,821.322449</p>	
<p>This is the dock, you can get here from clicking any bell (including one from GH) and going to antonica docks. Wait here and you will see a boat.</p>	
<p>It's easiest if you use two characters.</p>	
<p>Character 2 stands on the boat (anywhere, doesn't matter where).</p>	
<p>Here are the following tests with what works/doesn't work</p>	
<p>Character1 (Hence known as C1)</p>	
<p>C1: Stands on the docks, targets C2, and does a "face" or "face \${Target.X} \${Target.Z}"</p>	
<p>C1 will face C2, and it's working as expected. While the boat moves, you can keep doing this and it will continue to track that person properly.</p>	
<p>C1 gets on the boat.</p>	
<p>Repeat the process of facing C2, you will notice you are no longer facing C2.</p>	
<p>You can also do a face #, for example, face 0 north when you're on land/dock. But when you're on the boat, face 0 doesn't work properly. It's almost as if it's some relative to the boat, or maybe how the boat spawned? I'm not sure, but it certainly isn't "north".</p>	
<p>C1 is on the boat, and C2 is OFF the boat (on the dock), and you will have the exact same problem as when both C1 and C2 are on the boat.</p>	