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Subject: Re: create a sub-base defence?

Posted by [danpaul88](#) on Sat, 23 Dec 2006 17:36:21 GMT

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use getPos on the gameobject your starting from, adjust the xyz coordinates on the Vector3 you get back, and then use that as your spawning point.

(its either getPos or getPosition, can't remember exactly which, but it returns a Vector3)

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