Subject: Re: Help With Scripting specifically Facing
Posted by Jerad2142 on Thu, 18 Jan 2007 14:50:50 GMT

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danpaul88 wrote on Thu, 18 January 2007 04:03How about doing it similar to how the jfw_base_defense scripts make the turret point at 3 random places?

Spawn an Invisible_Object a few meters away from the player in the direction you want them to look, and then have them look at it? You might have to use some trigonometry to work out the correct position for the box though..

Now there is a idea, but I hate trigonometry, so I will go into RenX make a model with a bone 1 meter away from the origin on the Y axis, then save it. Then I will use the direction facing script to change its rotation. Then the script will attach an invisible box to the bone and the script will get the invisible boxe's ID. Finally the script will do a look at object type of thing and use the ID to look at it.