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Subject: Re: Z-Facing

Posted by [StealthEye](#) on Wed, 02 May 2007 00:56:56 GMT

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You can get a Matrix3D which describes the position and facing from a object using PhysicalGameObj::Get\_Transform (Note that this definition is only available in a quite new version of scripts.dll). The return matrix should be read as

Matrix[0].x/y/z = X axis vector

Matrix[1].x/y/z = Y axis vector

Matrix[2].x/y/z = Z axis vector

Matrix[0].w = X pos

Matrix[1].w = Y pos

Matrix[2].w = Z pos

For more info on that I would suggest you to read about translation matrices or transformation matrix or something like that.

I'm not sure what you want to do with it, but to get the Matrix3D from the object you would use something like this:

```
Matrix3D* Matrix = ((PhysicalGameObj*)Object)->Get_Transform();  
// Do something with Matrix[2].x, Matrix[2].y and Matrix[2].z
```

It's hard to explain exactly and I doubt you will be able to do anything with this info, but maybe it helped you or someone else in some way.

(for a soldier the Z-vector always points straight upwards, vector (0,0,1), so if you want to use this on a soldier, don't even try )

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