Subject: Re: Beacon
Posted by BlueThen on Mon, 09 Jul 2007 22:45:58 GMT
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a100 wrote on Mon, 09 July 2007 17:43You need to get the facing and use basic trig.
This is pseudo code for how to achieve it.

First:
#include <math.h>
#define PI 3.14159265

Then:
On_Beacon_Creation {
  float facing = Commands->Get_Facing(planter)
  Vector3 pos = Commands-> Get_Position(planter)
  pos.X += -1*(cos(facing*(PI / 180)))
  pos.Y += -1*(sin(facing*(PI / 180)))
  // -1 is the distance away from the player can be set to more/less
  Commands->Set_Position(beacon,pos)
}

Only one problem tho which is that player could face a buidling and beacon may spawn in the building in which case its un-disarmable

err I honestly don't know much C++, I can't even compile the scripts. Can you or someone else help me with this?