Subject: Re: !spec script release
Posted by _SSnipe_ on Mon, 05 May 2008 14:24:52 GMT
View Forum Message <> Reply to Message

reborn wrote on Mon, 05 May 2008 07:14Yeah, you could get the position of the guy you want to spectates GameObject *, then set you position to his position, but maybe .Z += 3.0f of something on that dudes Vector3 position before you set your position there, so you're just above his head.
i dont know c++ so im hopeing someone can add that cuase then id love to use it in the one i got which is pretty much the same hting but i dont wanna piss everyone off agian by askin