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Subject: XYZ

Posted by [\\_SSnipe\\_](#) on Thu, 15 May 2008 23:15:41 GMT

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when doing a chat hook command how do u crate an object thats in front of you or behind you...facing a way i want to set?

```
GameObject *obj = Get_GameObj(ID);
    if (Get_Object_Type(obj) == 1) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 Pos = Commands->Get_Position(obj);
    Pos.Z += 7.0f,Pos.Y += 0.0f,Pos.X += 0.0f;
    Commands->Get_Facing("");
    GameObject *cr= Commands->Create_Object("Large_Blocker",Pos);
```

im trying to make something set in front of me...and facing a way  
i think i can do it just need to know basic way to set something few feet in any direction around  
ME ingame and set where that object is facing