

---

Subject: Re: XYZ

Posted by [\\_SSnipe\\_](#) on Fri, 16 May 2008 09:02:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Fri, 16 May 2008 01:58Do something like this

```
Vector3 pos;
```

```
float angle;
```

```
float Distance = whatever distance you want
```

```
GameObject *object = the object you want to appear in front of
```

```
char *Preset = the preset to create
```

```
pos = Commands->Get_Position(object);
```

```
angle = Commands->Get_Facing(object);
```

```
pos.X+=Distance*(float)cos(angle);
```

```
pos.Y+=Distance*(float)sin(angle);
```

```
Commands->Create_Object(Preset,pos);
```

Thats the basics of how to make something appear a certain distance in front of an object

ill give it a try remember now im dumb at c++ see

but im trying it now and damn im confussed

i tried something myself ingame and got this..used level edit for the coordinates

and cam eout like this ingame

---