
Subject: Re: C++ Question

Posted by [dead6re](#) on Fri, 11 Jul 2008 20:07:47 GMT

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```
class presetbuildChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);

    char *preset = (char *)Text[1].c_str();

    Vector3 position;
    position = Commands->Get_Position(obj);
    position.Z += 0;
    position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));

    Commands->Create_Object(preset, position);
    Console_Input(StrFormat("msg WORKS!").c_str());
    Commands->Set_Facing(obj, Commands->Get_Facing(obj) - 180);
}
};
ChatCommandRegistrant<presetbuildChatCommand>
presetbuildChatCommandReg("!pbuild",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

I would just check where the position is because you are altering it, I've had enough core 4 [intergration of trig functions] this year so I'm not checking it.

My other advice would be to make sure you are sending a valid preset as found in reneid.
