
Subject: Re: Vehicle Poke Help

Posted by [Gen_Blacky](#) on Tue, 12 Apr 2011 21:11:53 GMT

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Altzan wrote on Tue, 12 April 2011 11:21 You can't have it spawn directly at an object's location using its ID? I don't remember, its been awhile.

yes you can with a different script.

Something like this should work hasn't been tested. We use a dummy object on the map to get spawn location and the facing.

```
void JFW_Preset_Buy_Poke2::Poked(GameObject *obj,GameObject *poker)
{
    const char *preset = Get_Parameter("Preset_Name");
    int x = Get_Int_Parameter("Player_Type");
    int cost = Get_Int_Parameter("Cost");
    int z = Get_Int_Parameter("LocationObject_ID");
    if (!z) { return; }
    if (CheckPlayerType(poker,x) {return;}
    if (cost <= Commands->Get_Money(poker))
    {
        cost = -cost;
        Commands->Give_Money(poker,(float)cost,0);
        GameObject *LocationObject = Commands->Find_Object(z);
        Vector3 spawn_position = Commands->Get_Position(LocationObject);
        GameObject *createdobject = Commands->Create_Object(preset,spawn_position);
        float facing = Commands->Get_Facing(LocationObject);
        Commands->Set_Facing(createdobject,facing);
    }
}
```
