
Subject: Re: Question...

Posted by [robbyke](#) on Fri, 20 Apr 2012 18:07:15 GMT

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jonwil wrote on Fri, 20 April 2012 16:14 Get_Facing/Set_Facing are definatly manipulating the Z axis. Get_Facing is calling Matrix3D::Get_Z_Rotation.

The reason Rotation.Z and Get_Facing/Set_Facing are different is that Get_Facing converts the returned result from Radians to Degrees before it returns it and Set_Facing converts the passed in value to Radians before using it.

The Matrix3D functions do not do this.

If you need to do the conversion, use DEG_TO_RADF and RAD_TO_DEGF.

huh :s

what the code does for me right now is
create a zone thats not even slight in th right facing its just a random direction and its not really usefull

and if i understand correctly i can solve that by

doing DEG_TO_RADF(Commands->Get_Facing(obj))to set the Z rotation?

yep that did it thnx guys

can i attach a zone to a object?
