
Subject: Re: turn object upside down

Posted by [Whitedragon](#) on Mon, 23 Apr 2012 08:24:37 GMT

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Here's the commands I made to test this.

```
else if (Command == "!rotatex") {
    GameObject *obj = Get_Vehicle(Get_GameObj(ID));
    if (obj) {
        Matrix3D Transform = Get_Transform(obj);
        Transform.Rotate_X(DEG_TO_RADF(Msg.As_Int(2)));
        Set_Transform(obj,Transform);
    }
}
else if (Command == "!rotatey") {
    GameObject *obj = Get_Vehicle(Get_GameObj(ID));
    if (obj) {
        Matrix3D Transform = Get_Transform(obj);
        Transform.Rotate_Y(DEG_TO_RADF(Msg.As_Int(2)));
        Set_Transform(obj,Transform);
    }
}
else if (Command == "!rotatez") {
    GameObject *obj = Get_Vehicle(Get_GameObj(ID));
    if (obj) {
        Matrix3D Transform = Get_Transform(obj);
        Transform.Rotate_Z(DEG_TO_RADF(Msg.As_Int(2)));
        Set_Transform(obj,Transform);
    }
}
```