Subject: turn object upside down
Posted by robbyke on Sat, 21 Apr 2012 13:32:58 GMT
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is there away to set X/Y rotations of a created object?

i saw it wasnt possible in level edit so i doubt it will be trough scripting

---

Subject: Re: turn object upside down
Posted by kamuixmod on Sun, 22 Apr 2012 00:05:38 GMT
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it is possible to do that. I made out of the Noradoor a platform.

Subject: Re: turn object upside down
Posted by Ethenal on Sun, 22 Apr 2012 21:27:20 GMT
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Wait, it is? How?

Subject: Re: turn object upside down
Posted by iRANian on Sun, 22 Apr 2012 21:33:05 GMT
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Matrix3D?

Subject: Re: turn object upside down
Posted by robbyke on Sun, 22 Apr 2012 21:58:41 GMT
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tried matrix3D but it would work

Subject: Re: turn object upside down
Posted by iRANian on Sun, 22 Apr 2012 22:16:47 GMT
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ok

Subject: Re: turn object upside down
Posted by robbyke on Sun, 22 Apr 2012 22:36:17 GMT
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wouldnt it wouldnt work typo

Subject: Re: turn object upside down
Posted by Whitedragon on Mon, 23 Apr 2012 00:36:00 GMT
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You can rotate vehicles, and anything else that uses MoveablePhys, with Get_Transform and
Set_Transform. I don't know if anything else uses this physics type.

http://wd.black-cell.net/rotationtest

Subject: Re: turn object upside down
Posted by robbyke on Mon, 23 Apr 2012 08:05:32 GMT
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whenever i used set transform my veh dissappeared

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);
 }
}
```

Subject: Re: turn object upside down
Posted by robbyke on Mon, 23 Apr 2012 09:06:52 GMT
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ok weird now it does work but i cant use for what i was planning to use it sucks

---

Subject: Re: turn object upside down
Posted by iRANian on Mon, 23 Apr 2012 12:05:49 GMT
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Does it work on players?

Subject: Re: turn object upside down
Posted by Jerad2142 on Mon, 23 Apr 2012 17:49:47 GMT
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Certain physics types would, but deco physics won't be upside down on other player's computers if you try it, only the host will see it correctly.

Subject: Re: turn object upside down
Posted by robbyke on Mon, 23 Apr 2012 17:53:53 GMT
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it would open up many possibilties if implemented in new scripts but i doubt tt crew has time ^^

Subject: Re: turn object upside down
Posted by E! on Mon, 23 Apr 2012 19:45:30 GMT
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btw: rotating objects around X/Y axis IS possible in LE.

simply hold right mouse button and move the mouse.

Subject: Re: turn object upside down
Posted by Whitedragon on Mon, 23 Apr 2012 20:18:29 GMT
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iRANian wrote on Mon, 23 April 2012 05:05Does it work on players?
No. While all physics classes have a transform only vehicles seem to send it over the network/render it correctly.

Subject: Re: turn object upside down
Posted by robbyke on Tue, 24 Apr 2012 05:18:53 GMT
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Whitedragon wrote on Mon, 23 April 2012 22:18iRANian wrote on Mon, 23 April 2012 05:05Does it work on players?
No. While all physics classes have a transform only vehicles seem to send it over the network/render it correctly.

maybe because vehs are the only ones that go with the terrain.
it would be funny if chars would do so to but that wouldnt be realistic

---

Subject: Re: turn object upside down
Posted by iRANian on Wed, 25 Apr 2012 16:04:24 GMT
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How would I go about setting the X rotation to -180 degrees? Using Matrix3D::Rotate_X() with 180 degrees will go from 180 to -180 degrees like it's supposed to but I can't figure out what function I should use to set the X rotation to -180 degrees only.

Subject: Re: turn object upside down
Posted by robbyke on Wed, 25 Apr 2012 19:13:02 GMT
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iRANian wrote on Wed, 25 April 2012 18:04How would I go about setting the X rotation to -180 degrees? Using Matrix3D::Rotate_X() with 180 degrees will go from 180 to -180 degrees like it's supposed to but I can't figure out what function I should use to set the X rotation to -180 degrees only.

how do you do something that has exactly the same outcome but a only different direction ->
-180° = 180° youre working on a circle there

---

and use DEG_TO_GRADF() in one of my last question was explained that matrix uses grad not degrees