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Subject: linking presets

Posted by [Stallion](#) on Thu, 13 Feb 2014 20:18:25 GMT

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I'm looking for a way of attaching a preset to another preset at a set coordinate on the preset using level editor and current scripts.

i.e. helipad with construction zone attached and a console attached at one end of it.

(a create preset xyz, facing will work too if it positions itself according to the object it's attached to)

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Subject: Re: linking presets

Posted by [Neijwiert](#) on Thu, 13 Feb 2014 20:53:19 GMT

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You mean like relative coordinates? You need to store the relative coordinates somewhere like: ChildObjPosition - ParentObjPosition and ChildObjRotation - ParentObjRotation. The child needs to be positioned when the parent is rotated with 0 degrees. Then whenever you move around/rotate the parent you need to recalculate the child position(s). The algorithms for this can be found on the internet.

Does not need to be related to c++, these problems occur at multiple places.

EDIT: with parent 0 rotation i mean like the default rotation of the thing...

EDIT #2: You can get the full translations of objects with Get\_Transform, this returns a Matrix3D object which contains position and rotation. And you can apply that with Set\_Transform

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Subject: Re: linking presets

Posted by [Ethenal](#) on Thu, 13 Feb 2014 20:55:43 GMT

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He asked how to do it using the level editor and the current scripts in 4.1, but that's probably not possible. More than likely you're gonna need to do what Neijwiert said.

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Subject: Re: linking presets

Posted by [Stallion](#) on Thu, 13 Feb 2014 20:58:43 GMT

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Neijwiert wrote on Thu, 13 February 2014 15:53 You mean like relative coordinates? You need to store the relative coordinates somewhere like: ChildObjPosition - ParentObjPosition and ChildObjRotation - ParentObjRotation. The child needs to be positioned when the parent is rotated with 0 degrees. Then whenever you move around/rotate the parent you need to recalculate the child position(s). The algorithms for this can be found on the internet.

Does not need to be related to c++, these problems occur at multiple places.

EDIT: with parent 0 rotation i mean like the default rotation of the thing...

EDIT #2: You can get the full translations of objects with Get\_Transform, this returns a Matrix3D object which contains position and rotation. And you can apply that with Set\_Transform

I thought it might end up that I need to do a custom script for it, so I'm installing the 2012 vs express, but I'm still very new to it, so is it possible for someone to give me an example script to start with?

edit: also, how would you do something like add a bandana or back packd to a soldier? (knowing this should give me an idea of my options)

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Subject: Re: linking presets  
Posted by [Neijwiert](#) on Thu, 13 Feb 2014 21:00:20 GMT  
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For starters: don't start with this... If you have no experience whatsoever it is far out of your how to range.

You should look into the scripts source and fine the readmexx.txt files. In there, there are several scripts documented and what they do. Then look for that name in the actual source and see how they are scripted.

And you should take a gander in some calculus. These are common math problems and should be easially found. You just need to understand what's going on, then you can translate it to c++

EDIT: what do you need it for if I may ask?

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Subject: Re: linking presets  
Posted by [Stallion](#) on Thu, 13 Feb 2014 21:02:43 GMT  
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Neijwiert wrote on Thu, 13 February 2014 16:00For starters: don't start with this... If you have no experience whatsoever it is far out of your how to range.

You should look into the scripts source and fine the readmexx.txt files. In there, there are several scripts documented and what they do. Then look for that name in the actual source and see how they are scripted.

And you should take a gander in some calculus. These are common math problems and should be easially found. You just need to understand what's going on, then you can translate it to c++

Thanks for the tip, I'll look into it, but how would you do something like add a bandana or back

packd to a soldier? (knowing this should give me an idea of my options)

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Subject: Re: linking presets

Posted by [Neijwiert](#) on Thu, 13 Feb 2014 21:05:30 GMT

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Use: Commands->Attach\_Object\_To\_Bone (if i can remember it correctly its written like this). If you want it positioned correctly you probably need to make custom bones for models.

This is a feature in the ren engine that does what you need.

Basicly it attaches an object to a bone in the bone structure of a model. and whenever a translation is applied to that particular bone, then the object(s) attached to it will move along with the same relative translation.

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Subject: Re: linking presets

Posted by [Stallion](#) on Thu, 13 Feb 2014 21:11:44 GMT

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Neijwiert wrote on Thu, 13 February 2014 16:05 Use: Commands->Attach\_Object\_To\_Bone (if i can remember it correctly its written like this). If you want it positioned correctly you probably need to make custom bones for models.

This is a feature in the ren engine that does what you need.

Basicly it attaches an object to a bone in the bone structure of a model. and whenever a translation is applied to that particular bone, then the object(s) attached to it will move along with the same relative translation.

Now this sounds more like what I was looking for, but is this level editor or gmax?

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Subject: Re: linking presets

Posted by [Gen\\_Blacky](#) on Thu, 13 Feb 2014 21:13:00 GMT

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Not sure what your trying to do but make your own leveledit script to do what you want.

Create\_Preset\_Object\_Location, create a preset at an object's location and set facing.

```
void Create_Preset_Object_Location::Created(GameObject *obj)
{
    Vector3 Pos = Commands->Get_Position(obj);
    Pos.Z += 0.2f;
```

```
const char *Preset = Get_Parameter("Preset");
```

```
GameObject *o = Commands->Create_Object(Preset,Pos);  
Commands->Set_Facing(o,Commands->Get_Facing(obj));  
}
```

```
ScriptRegistrant<Create_Preset_Object_Location>
```

```
Create_Preset_Object_Location_Registrant("Create_Preset_Object_Location","Preset:string");
```

Manipulate the position X Y Z to move the object where you want

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Subject: Re: linking presets

Posted by [Stallion](#) on Thu, 13 Feb 2014 21:19:57 GMT

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Gen\_Blacky wrote on Thu, 13 February 2014 16:13 Not sure what your trying to do but make your own leveledit script to do what you want.

Create\_Preset\_Object\_Location, create a preset at an object's location and set facing.

```
void Create_Preset_Object_Location::Created(GameObject *obj)
```

```
{  
    Vector3 Pos = Commands->Get_Position(obj);  
    Pos.Z += 0.2f;  
    const char *Preset = Get_Parameter("Preset");
```

```
    GameObject *o = Commands->Create_Object(Preset,Pos);  
    Commands->Set_Facing(o,Commands->Get_Facing(obj));
```

```
}
```

```
ScriptRegistrant<Create_Preset_Object_Location>
```

```
Create_Preset_Object_Location_Registrant("Create_Preset_Object_Location","Preset:string");
```

Manipulate the position X Y Z to move the object where you want

I didn't know you did scripts.

Can I talk to you on t.s. for a min about this?

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Subject: Re: linking presets

Posted by [Gen\\_Blacky](#) on Thu, 13 Feb 2014 21:27:46 GMT

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Sure ts.rencorner.com

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Subject: Re: linking presets  
Posted by [Stallion](#) on Thu, 13 Feb 2014 22:43:50 GMT  
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Thanks for the help blacky!

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