

---

Subject: Re: Beacon

Posted by [a100](#) on Mon, 09 Jul 2007 22:43:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You need to get the facing and use basic trig.

This is pseudo code for how to achieve it.

First:

```
#include <math.h>
```

```
#define PI 3.14159265
```

Then:

```
On_Beacon_Creation {
```

```
    float facing = Commands->Get_Facing(planter)
```

```
    Vector3 pos = Commands-> Get_Position(planter)
```

```
    pos.X += -1*(cos(facing*(PI / 180)))
```

```
    pos.Y += -1*(sin(facing*(PI / 180)))
```

```
    // -1 is the distance away from the player can be set to more/less
```

```
    Commands->Set_Position(beacon,pos)
```

```
}
```

Only one problem tho which is that player could face a buidling and beacon may spawn in the building in which case its un-disarmable