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Subject: Re: XYZ

Posted by [jonwil](#) on Fri, 16 May 2008 08:58:31 GMT

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Do something like this

```
Vector3 pos;
```

```
float angle;
```

```
float Distance = whatever distance you want
```

```
GameObject *object = the object you want to appear in front of
```

```
char *Preset = the preset to create
```

```
pos = Commands->Get_Position(object);
```

```
angle = Commands->Get_Facing(object);
```

```
pos.X+=Distance*(float)cos(angle);
```

```
pos.Y+=Distance*(float)sin(angle);
```

```
Commands->Create_Object(Preset,pos);
```

Thats the basics of how to make something appear a certain distance in front of an object

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