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Subject: Re: XYZ

Posted by [reborn](#) on Fri, 16 May 2008 11:04:11 GMT

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Say you want to create the blocker in front of you, facing the same way...

```
GameObject *obj = Get_GameObj(ID);
Vector3 Pos = Commands->Get_Position(obj);
Pos.X += 10.f;
Pos.Y += 10.0f;
float Facing = Commands->Get_Facing(obj);
GameObject *platform = Commands->Create_Object("Large_Blocker",Pos);
Commands->Set_Facing(platform, Facing);
```

Now just change the 10.0f to a distance that suits you. But be aware that you may end up spawning it into a wall or something...

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