```
Vector3 Position = Commands->Get_Position(obj); //Gets position of an object
float Facing = Commands->Get_Facing(obj); //Gets facing of an object
Position.X += static_cast<float>(1.5*cos(Facing*(PI/180))); //Sets the previous position to be
directly in front of the object
Position.Y += static_cast<float>(1.5*sin(Facing*(PI/180))); //^
Position.X += 0,Position.Y += 0,Position.Z += 0; //Depending on what you're spawning, you may
want to manually change the position, so the object doesn't do something stupid like spawn
partially in the ground/terrain
                                //Simply replace 0 where necessary, with however mugh change
you feel is needed
                                //X is horizontal, increase to move right, or use a nagative number
to move left
                                //Y is vertical, increase to move forward, or use a nagative number
to move backward
                                //Z is height, increase to move up, or use a nagative number to
move down
GameObject *Buggy = Commands->Create_Object("CnC_Nod_Buggy",Position); //Spawn your
new object with the newly set Position (note: it's been a long time, not sure if that's the correct
preset for a buggy)
Commands->Set_Facing(Buggy,Facing); //Set the facing of this new object to match the facing of
the original object
```

I noticed you're on the nite-serv IRC, if you need anymore help you can PM me there (I'm usually under the nick Mike)