You mean like relative cordinates? You need to store the relative cordinates 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