Subject: Z-Facing
Posted by a100 on Tue, 01 May 2007 19:20:42 GMT
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Is there a way to get the player's z facing since theres already a script which gets the players xy facing?

a100

Subject: Re: Z-Facing
Posted by Jerad2142 on Tue, 01 May 2007 19:26:16 GMT
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a100 wrote on Tue, 01 May 2007 13:20Is there a way to get the player's z facing since theres already a script which gets the players xy facing?

a100
If there is not it does not take much to script a new one.

Subject: Re: Z-Facing
Posted by a100 on Tue, 01 May 2007 19:29:58 GMT
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Would you happen to know how?

Subject: Re: Z-Facing
Posted by Yrr on Tue, 01 May 2007 22:17:31 GMT
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Isn't Commands->Get_Facing what you're looking for?

Subject: Re: Z-Facing
Posted by a100 on Tue, 01 May 2007 22:50:45 GMT
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no that returns the xy(right/left) facing im looking for a way to get z(up/down) facing

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Subject: Re: Z-Facing
Posted by jnz on Tue, 01 May 2007 22:56:37 GMT

Vector3 pos = Commands->Get_Position(obj);
//use pos.Z

Subject: Re: Z-Facing
Posted by a100 on Tue, 01 May 2007 22:58:56 GMT

But that doesnt return the z-facing it retruns where z is but not the z angle

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Subject: Re: Z-Facing
Posted by jnz on Tue, 01 May 2007 23:01:19 GMT

You mean the Y facing?

I don't think it is possible.

Subject: Re: Z-Facing
Posted by a100 on Tue, 01 May 2007 23:07:59 GMT

Well i thought it would be the z facing i think, since z control's height so the pos.z would be relative to z angle

Thought it would be possible =\

Subject: Re: Z-Facing
Posted by jnz on Tue, 01 May 2007 23:22:34 GMT

Well, no because it would never change (unless you were in a vec).

Rotation or facing around a Z axis would turn it left and right.
Rotation or facing around a X axis would make it face up or down
Rotation or facing around a Y axis would make it lean to the left or right.

X == -----
Y == |

|
|
|
Z == . (straight up)

Sorry about my post, i got it wrong. It's X not Y.

Subject: Re: Z-Facing
Posted by a100 on Tue, 01 May 2007 23:29:52 GMT
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Ohh i see well thnx for the explanation

Subject: Re: Z-Facing
Posted by StealthEye on Wed, 02 May 2007 00:56:56 GMT
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You can get a Matrix3D which describes the position and facing from a object using PhysicalGameObj::Get_Transform (Note that this definition is only availible in a quite new version of scripts.dll). The return matrix should be read as

Matrix[0].x/y/z = X axis vector
Matrix[1].x/y/z = Y axis vector
Matrix[2].x/y/z = Z axis vector
Matrix[0].w = X pos
Matrix[1].w = Y pos
Matrix[2].w = Z pos

For more info on that I would suggest you to read about translation matrises or transformation matrix or something like that.

I'm not sure what you want to do with it, but to get the Matrix3D from the object you would use something like this:

Matrix3D* Matrix = ((PhysicalGameObj*)Object)->Get_Transform();
// Do something with Matrix[2].x, Matrix[2].y and Matrix[2].z

It's hard to explain exactly and I doubt you will be able to do anything with this info, but maybe it helped you or someone else in some way.

(for a soldier the Z-vector always points straight upwards, vector (0,0,1), so if you want to use this on a soldier, don't even try)

Subject: Re: Z-Facing
Posted by a100 on Wed, 02 May 2007 01:51:17 GMT
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Thank you it has infact helped me

Subject: Re: Z-Facing
Posted by Spice on Thu, 03 May 2007 06:34:03 GMT
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G-Facing:

Subject: Re: Z-Facing
Posted by Cat998 on Thu, 03 May 2007 12:07:06 GMT
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EXdeath, if you don't have something useful to reply, just don't reply. closed.

Subject: Re: Z-Facing
Posted by Doitle on Thu, 03 May 2007 14:39:44 GMT
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I'd just like to vouch for that being hilarious.