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Subject: Beacon

Posted by [BlueThen](#) on Mon, 09 Jul 2007 22:23:21 GMT

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How could I get a beacon to deploy facing the direction the player is facing, if possible? Just need to do this for a mod.

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Subject: Re: Beacon

Posted by [a100](#) on Mon, 09 Jul 2007 22:43:12 GMT

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You need to get the facing and use basic trig.  
This is pseudo code for how to achieve it.

First:

```
#include <math.h>
#define PI 3.14159265
```

Then:

```
On_Beacon_Creation {
    float facing = Commands->Get_Facing(planter)
    Vector3 pos = Commands-> Get_Position(planter)
    pos.X += -1*(cos(facing*(PI / 180)))
    pos.Y += -1*(sin(facing*(PI / 180)))
    // -1 is the distance away from the player can be set to more/less
    Commands->Set_Position(beacon,pos)
}
```

Only one problem tho which is that player could face a buidling and beacon may spawn in the building in which case its un-disarmable

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Subject: Re: Beacon

Posted by [BlueThen](#) on Mon, 09 Jul 2007 22:45:58 GMT

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a100 wrote on Mon, 09 July 2007 17:43 You need to get the facing and use basic trig.  
This is pseudo code for how to achieve it.

First:

```
#include <math.h>
#define PI 3.14159265
```

Then:

```
On_Beacon_Creation {
    float facing = Commands->Get_Facing(planter)
    Vector3 pos = Commands-> Get_Position(planter)
    pos.X += -1*(cos(facing*(PI / 180)))
    pos.Y += -1*(sin(facing*(PI / 180)))
    // -1 is the distance away from the player can be set to more/less
    Commands->Set_Position(beacon,pos)
}
```

Only one problem tho which is that player could face a buidling and beacon may spawn in the building in which case its un-disarmable

err I honestly don't know much C++, I can't even compile the scripts. Can you or someone else help me with this?

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Subject: Re: Beacon

Posted by [AoBfrost](#) on Tue, 10 Jul 2007 00:22:30 GMT

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Well i started off wanting to mod, got into the c++ craze without any knowledge then slowly learnt a few basic things...try it, if you cant get it, then ummmm....ask rashambo for lua help, if you cant get that, then get someone to script you a pluggin for ssgm to include this.

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Subject: Re: Beacon

Posted by [Jerad2142](#) on Tue, 10 Jul 2007 00:38:02 GMT

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What you could do is have the beacon send a custom to the player when its created, the player could reflect the custom to the beacon. The beacon could be told to get the rotation of the object that sent the custom, and then use it for its own. This would work with visual basic.

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Subject: Re: Beacon

Posted by [a100](#) on Tue, 10 Jul 2007 01:33:33 GMT

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I doubt you can do it any other way than coding it in, but then again im wrong alot too

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Subject: Re: Beacon

Posted by [\\_SSnipe\\_](#) on Tue, 10 Jul 2007 01:47:07 GMT

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can i ask its it that big? i mean a beacon? come on...

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Subject: Re: Beacon

Posted by [jnz](#) on Tue, 10 Jul 2007 03:08:45 GMT

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in Lua (only works in the next release, which isn't public yet)

```
function OnObjectCreate(Object)
    if Get_Preset_Name == "<beacon preset>" then
        Set_Facing(Object, Get_Facing(Get_Beacon_Planter))
    end
end
```

---

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Subject: Re: Beacon

Posted by [BlueThen](#) on Tue, 10 Jul 2007 04:19:02 GMT

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err... I've been working on learning c++, and I am still far away from modding ren with it.

I'm still confused..

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Subject: Re: Beacon

Posted by [AoBfrost](#) on Tue, 10 Jul 2007 04:43:08 GMT

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Level edit's presets help alot for characters, vehicles, objects, and animations, i used to ask whats the preset for this and that, now i search level edit and never asked again.

tips

editing ssaow

main function is in aow.cpp

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editing ssgm

main function is gmscripts.cpp

editing crates

ssaow:crates.cpp

ssgm: gmcrates.cpp