
Subject: XYZ

Posted by [_SSnipe_](#) on Thu, 15 May 2008 23:15:41 GMT

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when doing a chat hook command how do u crate an object thats in front of you or behind you...facing a way i want to set?

```
GameObject *obj = Get_GameObj(ID);
    if (Get_Object_Type(obj) == 1) {
GameObject *obj = Get_GameObj(ID);
Vector3 Pos = Commands->Get_Position(obj);
Pos.Z += 7.0f,Pos.Y += 0.0f,Pos.X += 0.0f;
Commands->Get_Facing("");
GameObject *cr= Commands->Create_Object("Large_Blocker",Pos);
```

im trying to make something set in front of me...and facing a way
i think i can do it just need to know basic way to set something few feet in any direction around ME ingame and set where that object is facing

Subject: Re: XYZ

Posted by [Rev](#) on Fri, 16 May 2008 00:59:58 GMT

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Note this is made in c++ and is kinda bad, but works. Made it to test something and never really used it since. This sends you beind the person(kind), and facing them.

```
void Test::Timer_Expired(GameObject *o2, int number)
{
if (number == 1)
{

Vector3 d = Commands->Get_Position(Get_GameObj(ID));
GameObject *o = Get_GameObj(ID);
float ff = Commands->Get_Facing(o);
if ((ff <= 22.5f) && (ff >= -22.5f))
{
d.X = d.X - 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
else if ((ff <= 67.6f) && (ff >= 22.6f))
{
d.X = d.X - 1.0f;
d.Y = d.Y - 1.0f;
Commands->Set_Position(o2,d);
```

```

Commands->Set_Facing(o2,ff);
}
else if ((ff <= 112.7f) && (ff >= 67.7f))
{
d.Y = d.Y - 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
else if ((ff <= 157.8f) && (ff >= 112.8f))
{
d.X = d.X + 1.0f;
d.Y = d.Y - 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
else if ((ff <= -157.9f) || (ff >= 157.9f))
{
d.X = d.X + 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
else if ((ff <= -112.8f) && (ff >= -157.8f))
{
d.X = d.X + 1.0f;
d.Y = d.Y + 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
else if ((ff <= -67.7f) && (ff >= -112.7f))
{
d.Y = d.Y + 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
else if ((ff <= -22.6f) && (ff >= -67.6f))
{
d.X = d.X - 1.0f;
d.Y = d.Y + 1.0f;
Commands->Set_Position(o2,d);
Commands->Set_Facing(o2,ff);
}
}
}

```

To set for the object to face the person, you could do something like:

```

float ff2 = 0.0f;
if (ff >= 0.0f)
{

```

```
ff2 = ff - 180.0f;
}
else if (ff <= 0.0f)
{
ff2 = ff + 180.0f;
}
Commands->Set_Facing(o2,ff2);
```

Might not work, just made it off the top of my head.

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 01:13:23 GMT
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well what im trying to do is make this

but i need to have ti so when i do the command ti crates the crate things and the turrent and gt but have them facing and this many feet away (x,y,z) away form me to have it like the way int he picture

Subject: Re: XYZ
Posted by [Canadacdn](#) on Fri, 16 May 2008 01:54:12 GMT
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YYZ

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 01:58:05 GMT
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Canadacdn wrote on Thu, 15 May 2008 18:54YYZ
say what

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 02:04:38 GMT
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got it ok

new question now thta i got it working...how do i know how many
x.xf is away from where i stand? x being the numbers in the pos.x += 0.0f

i tried getting the numbers form level edit but ingame they all fucked up if u need a ss just ask

Subject: Re: XYZ
Posted by [Muad Dib15](#) on Fri, 16 May 2008 02:21:48 GMT
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Quote:YYZ
great song...

Subject: Re: XYZ
Posted by [slavik262](#) on Fri, 16 May 2008 05:44:16 GMT
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Hooray for Rush. And to a lesser amount, Guitar Hero II.

Subject: Re: XYZ
Posted by [jonwil](#) on Fri, 16 May 2008 08:58:31 GMT
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Do something like this
Vector3 pos;
float angle;
float Distance = whatever distance you want
GameObject *object = the object you want to appear in front of
char *Preset = the preset to create
pos = Commands->Get_Position(object);
angle = Commands->Get_Facing(object);
pos.X+=Distance*(float)cos(angle);
pos.Y+=Distance*(float)sin(angle);
Commands->Create_Object(Preset,pos);

Thats the basics of how to make something appear a certain distance in front of an object

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 09:02:51 GMT
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jonwil wrote on Fri, 16 May 2008 01:58Do something like this

```
Vector3 pos;
float angle;
float Distance = whatever distance you want
GameObject *object = the object you want to appear in front of
char *Preset = the preset to create
pos = Commands->Get_Position(object);
angle = Commands->Get_Facing(object);
pos.X+=Distance*(float)cos(angle);
pos.Y+=Distance*(float)sin(angle);
Commands->Create_Object(Preset,pos);
```

Thats the basics of how to make something appear a certain distance in front of an object

ill give it a try remember now im dumb at c++ see
but im trying it now and damn im confussed

i tried something myself ingame and got this..used level edit for the coordinates

and cam eout like this ingame

Subject: Re: XYZ
Posted by [reborn](#) on Fri, 16 May 2008 09:42:02 GMT
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Forget it, creating that many objects on the server will cause massive amounts of lag that will only increase exponentially with every additional player.

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 09:56:14 GMT
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reborn wrote on Fri, 16 May 2008 02:42Forget it, creating that many objects on the server will cause massive amounts of lag that will only increase exponentially with every additional player. i still wanna try tho...atleast get a few crates in the right spot

Subject: Re: XYZ
Posted by [Dreganius](#) on Fri, 16 May 2008 10:50:18 GMT
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Wow... That looks cool =D

Like a turret platform

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...

Subject: Re: XYZ

Posted by [jonwil](#) on Fri, 16 May 2008 11:31:34 GMT

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Reborn, that won't work, that assumes that the player is facing a certain direction. My code with sin and cos does work no matter what direction the player is facing.

Subject: Re: XYZ

Posted by [reborn](#) on Fri, 16 May 2008 12:31:57 GMT

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Sorry, I didn't notice your post.

I thought he wanted it facing the same direction he was though :-/

Subject: Re: XYZ

Posted by [mrŁŁŞÄ-z](#) on Fri, 16 May 2008 16:12:00 GMT

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All you need is to look at this code and test it:

!Ramp
Replace MonkeyX01 with your name!!!

```
class RampChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
Vector3 position;
position = Commands->Get_Position(obj);
position.Z -= 0.100;
position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    const char * name = Get_Player_Name(obj);
if (strcmp(name, "MonkeyX01") == 0)
{
    GameObject *Ramp = Commands->Create_Object("GDI Gunboat", position);
    Commands->Set_Model(Ramp, "dsp_ramp");
    Commands->Set_Player_Type(Ramp, 2);
    Commands->Set_Facing(Ramp, Commands->Get_Facing(obj)-180);
    char message[1000];
    const char *Player = Get_Player_Name(obj);
    sprintf(message,"msg %s has Created a Ramp.", Player);
    Console_Input(message);
}
};
ChatCommandRegistrant<RampChatCommand>
RampChatCommandReg("!ramp",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 18:40:02 GMT
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madrackz wrote on Fri, 16 May 2008 09:12All you need is to look at this code and test it:

!Ramp
Replace MonkeyX01 with your name!!!

```
class RampChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
Vector3 position;
position = Commands->Get_Position(obj);
position.Z -= 0.100;
position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    const char * name = Get_Player_Name(obj);
```

```
if (strcmp(name, "MonkeyX01") == 0)
{
  GameObject *Ramp = Commands->Create_Object("GDI Gunboat", position);
  Commands->Set_Model(Ramp, "dsp_ramp");
  Commands->Set_Player_Type(Ramp, 2);
  Commands->Set_Facing(Ramp, Commands->Get_Facing(obj)-180);
  char message[1000];
  const char *Player = Get_Player_Name(obj);
  sprintf(message,"msg %s has Created a Ramp.", Player);
  Console_Input(message);
}
};
ChatCommandRegistrant<RampChatCommand>
RampChatCommandReg("!ramp",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

ill try that just remember im trying to mkae something liek this no matter WHAT DIRECTION im looking at

Subject: Re: XYZ
Posted by [mrÅ£Ä\\$Ä-z](#) on Fri, 16 May 2008 18:46:53 GMT
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When i have some time im gonne Create you a example code

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Fri, 16 May 2008 18:51:54 GMT
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madrackz wrote on Fri, 16 May 2008 11:46When i have some time im gonna Create you a example code
i just wanna get started to be able to make that i mean i thought i had it now i figure out i dont ;(
how do i get set_wire_mode to work

Subject: Re: XYZ
Posted by [mrÅ£Ä\\$Ä-z](#) on Sat, 17 May 2008 10:11:31 GMT
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For the Wireframe mode peoples needs the scripts 2.9.*

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Sat, 17 May 2008 10:17:12 GMT
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madrackz wrote on Sat, 17 May 2008 03:11 For the Wireframe mode peoples needs the scripts 2.9.*
im aware i got 3.4.4 now how does this work? can it be done by command ?

Subject: Re: XYZ
Posted by [jonwil](#) on Sat, 17 May 2008 13:44:50 GMT
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Set_Wireframe_Mode should work in 3.4.4, if it doesn't work correctly, thats a bug and I want to know about it.

Subject: Re: XYZ
Posted by [mr£Ä\\$Ä-z](#) on Sat, 17 May 2008 16:52:28 GMT
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Doesnt work.

```
class WChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        Set_Wireframe_Mode(1);  
    }  
};
```

```
ChatCommandRegistrant<WChatCommand>  
WChatCommandReg("!w",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: XYZ
Posted by [jnz](#) on Sat, 17 May 2008 18:51:15 GMT
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It's client-side only.

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Sat, 17 May 2008 19:22:06 GMT
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SO by client side means i cant turn it on by a chathook?

then how do i use ti client side

Subject: Re: XYZ
Posted by [mr£Ä§Ä-z](#) on Sat, 17 May 2008 23:35:48 GMT
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Join Kamuix Server with Scripts 2.9.2 and wait till Kamuix used !Wireframe.

Subject: Re: XYZ
Posted by [z310](#) on Sun, 18 May 2008 00:12:22 GMT
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Canadacdn wrote on Thu, 15 May 2008 18:54YYZ

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Mon, 19 May 2008 04:58:11 GMT
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question i dont want to start a new post how can i get key cards to work? where u pick one up then u can open a door to a buidling....i wanna be able to get 3 doors and 3 working keycards

i looked at johnwils scripts but not sure how to use them i need more info on how to get it

Subject: Re: XYZ
Posted by [_SSnipe_](#) on Tue, 20 May 2008 06:42:53 GMT
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bump

Subject: Re: XYZ
Posted by [a000clown](#) on Tue, 20 May 2008 08:30:22 GMT
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jonwil wrote on Sat, 17 May 2008 09:44Set_Wireframe_Mode should work in 3.4.4, if it doesn't work correctly, thats a bug and I want to know about it.

As far as I know it only worked for players we instructed to use 2.9.2, although we only tested this with players who had 2.3.x, 2.9.x and some of the earlier 3.x versions.

I'll ask some people who use 3.4.4 to test it with me when I have time.
