
Subject: spwaners code

Posted by [snazy2000](#) on Tue, 14 Oct 2008 17:51:43 GMT

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i have made this code bt it dont work in game

```
class gspawnerChatCommand : 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 += 1.20;
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)));
GameObject *dave = Commands->Create_Object("Invisible_Object", position);
Commands->Attach_To_Object_Bone(dave, obj, "GDI Spawner");
}
};
ChatCommandRegistrant<gspawnerChatCommand>
gspawnerChatCommandReg("!gdisp",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

it doesnt crash but i dont no if makes spawner biut it never sends me to it have i done something rong??

Subject: Re: spwaners code

Posted by [Jerad2142](#) on Wed, 15 Oct 2008 15:27:41 GMT

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snazy2000 wrote on Tue, 14 October 2008 11:51i have made this code bt it dont work in game

```
GameObject *dave = Commands->Create_Object("Invisible_Object", position);
Commands->Attach_To_Object_Bone(dave, obj, "GDI Spawner");
}
```

I could be wrong but I don't remember any object in the presets that goes by the name of "Invisible_Object" but in any case, you are attaching this "Invisible_Object" to the person that said the chat message I assume, notice, you are attaching this newly created object to a bone named "GDI Spawner"...

```
Commands->Attach_To_Object_Bone(dave, obj, "GDI Spawner");
```

My guess is that this line is pretty much useless unless you want the "Invisible_Object" to be stuck to the speaker's origin. Also, look through the presets list and choose an object that you want this script to create, then replace "Invisible_Object" with this new preset name, you can also remove that attach to bone line of code, it will spawn at the position you are finding fine if you do.
