Subject: Renegade Coordinates
Posted by TechnoBulldog on Thu, 05 Aug 2010 19:36:37 GMT
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Could anyone help me with Renegade coordinates? I have no clue what they're doing lol. I know Algebra 1, so I know what some of it is, but most of it is completely unknown to me. I'm working with creating objects, and it would be nice to know how to spawn them in the correct place. What I have looks something like this:

Vector3 pos = Commands->Get_Position(Get_GameObj(ID));
pos.X = pos.X + 12 * cos(Commands->Get_Facing(Get_GameObj(ID))) * (PI / 180);
pos.Y = pos.Y + 7 * sin(Commands->Get_Facing(Get_GameObj(ID))) * (PI / 180);
pos.Z = pos.Z + 3;

From what I can tell, the position starts off at the player's position. Then it edits the X and Y (which I assume to be the ground plane) and sets the Z to three higher than the player. I haven't figured out what it's editing the X and Y to. I realize that this is probably just stuff from math classes I haven't taken yet, but I would really like to know what it's doing if anyone can explain. Pictures make it even easier lol.

By the way, if anyone can tell what the above code is doing, it isn't working for me lol. It's causing vehicles to spawn above me and kill me haha.