

Force and impulses

In this tutorial I (xtron) will explain how to use Prop/Body force and impulses

How to get the coordinates:

Create an item were the player/prop stands when it/he's getting pushed then you press ctrl+d (duplicate it) and drag it to the place where

he's going to get pushed to.

imageshack.us/f/706/positiong.png/

Lets say that blue dot is the player/prop and he's going to get pushed to the chair that got the X position -3.5, you replace "float afX"

with "-3.5f" and you're done.

And there you go, you just found out how to get the coordinates.

force/impulse:

I will use BodyForce for an example only, you can use PropForce exactly the same as BodyForce.

```
AddBodyForce(string& asName, float afX, float afY, float afZ, string& asCoordSystem);
```

This function will push the player in a certain direction and by using the method I showed you, you will get the coordinates.

We will use the same coordinates shown on the picture.

imageshack.us/f/706/positiong.png/

Lets say the player stands on the blue dot and is getting to the chair. you will need to modify the function like this:

```
AddBodyForce("Player", -3.5f, 0.0f, 0.0f, "world");
```

the player will now be pushed to the X coordinate -3.5. He will NOT move in the air unless you change the Y coordinate a bit.

If you move the chair up a bit you will see that the Y coordinate will change. When you're done you need to change the code again

like this:

Lets say you moved the chair so Z is 2.0

```
AddBodyForce("Player", -3.5f, 2.0f, 0.0f, "world");
```

Now will the player fly abit aswell.

THIS CAN BE USED WITH

```
AddPropForce(string& asName, float afX, float afY, float afZ, string& asCoordSystem);
```

Aswell!

READ!: IF YOU'RE GONNA USE AN IMPULSE I SUGGEST YOU USE HIGH NUMBERS LIKE "500.0f" OR "5000.0f"

Created by [xtron](#)

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