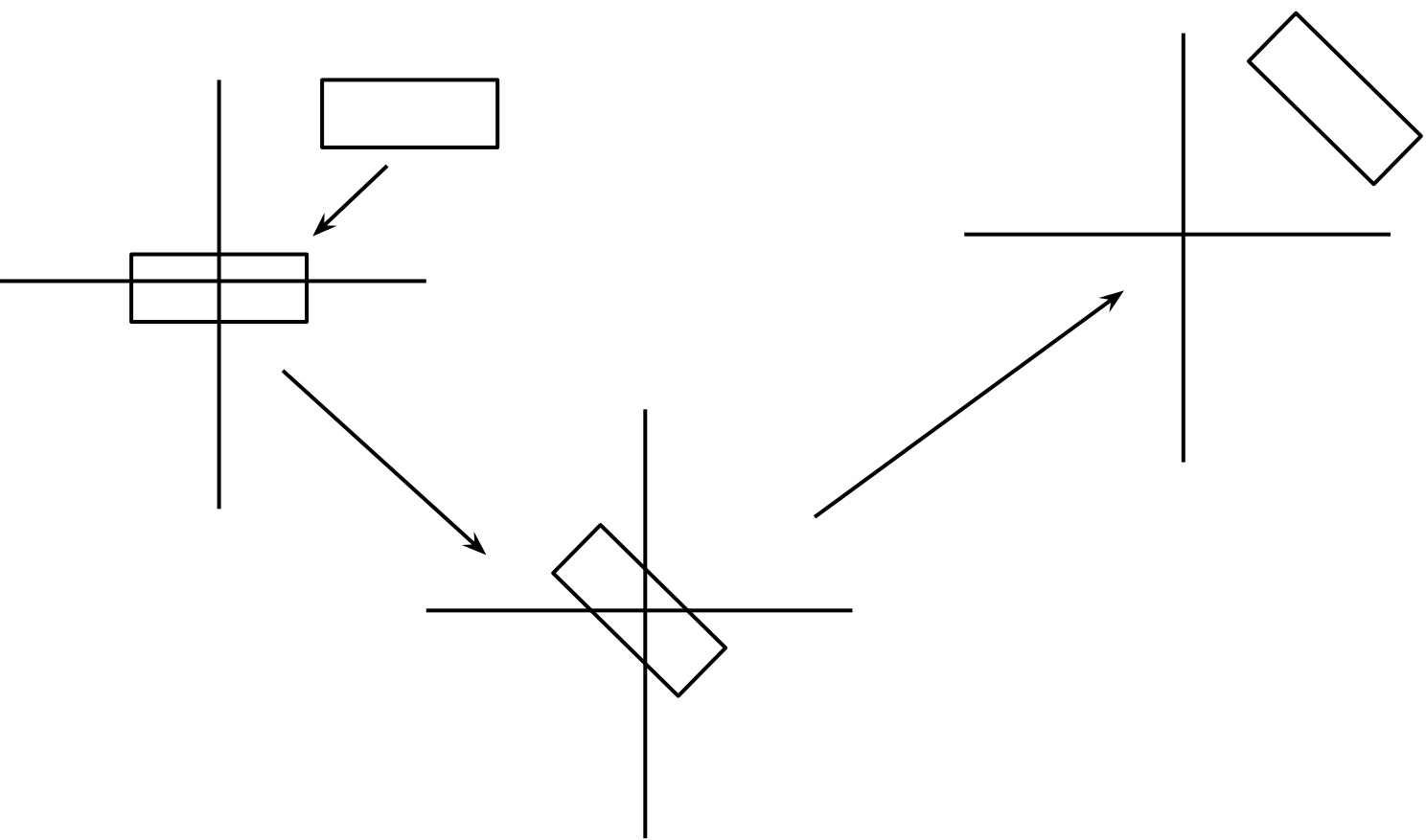


Translate - Rotate - Translate



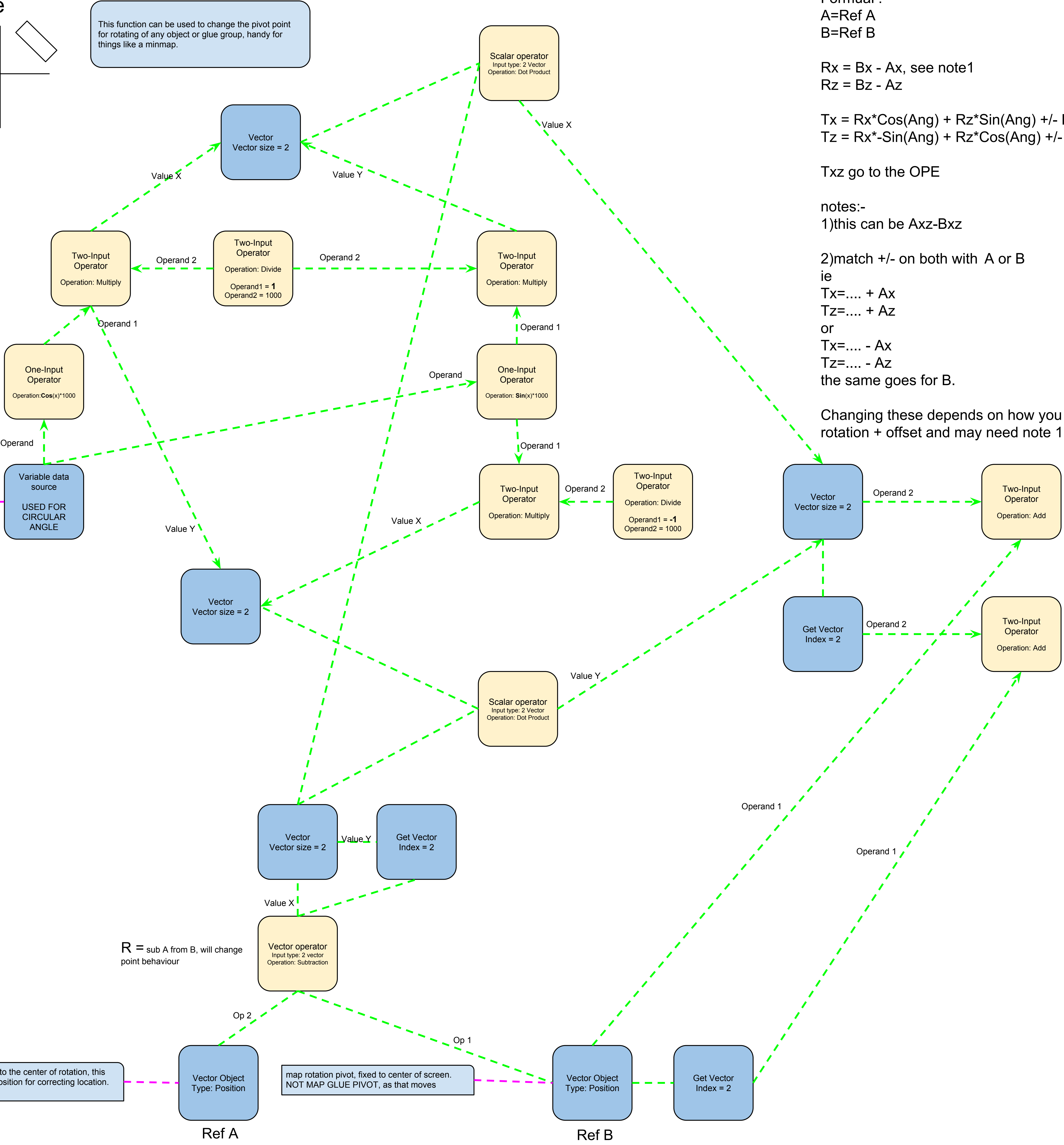
[Video Link](#)
The video highlights the need to change the behavior, see notes

This function can be used to change the pivot point for rotating of any object or glue group, handy for things like a minmap.

take the players yaw value to rotate the map around the fixed map player

map player position in relative relation to the center of rotation, this needs to be offset with the map glue position for correcting location.

map rotation pivot, fixed to center of screen. NOT MAP GLUE PIVOT, as that moves.



Formual :-
A=Ref A
B=Ref B

 $R_x = B_x - A_x$, see note1
 $R_z = B_z - A_z$

 $T_x = R_x * \cos(\text{Ang}) + R_z * \sin(\text{Ang}) \pm \text{Ref } A_x \text{ or } B_x$, see note2
 $T_z = R_x * -\sin(\text{Ang}) + R_z * \cos(\text{Ang}) \pm \text{Ref } A_z \text{ or } B_z$

Txz go to the OPE

notes:-
1)this can be $A_{xz} - B_{xz}$

2)match +/- on both with A or B
ie
 $T_x = \dots + A_x$
 $T_z = \dots + A_z$
or
 $T_x = \dots - A_x$
 $T_z = \dots - A_z$
the same goes for B.

Changing these depends on how you need the map to behave, change point of rotation + offset and may need note 1 and or 2 implemented to fix how it behaves.

T=

X Output

ready for dividing by grid size, flooring to get grid offset

these value can be changed to player position for creating a relative rotation around player with then, fixed rotation forming a rotation around the now fixed player. if this is desired the players location is now relative to the glue pivot of the map, also this can be changed to subtract depending on how it behaves, see notes.

Z Output

ready for dividing by grid size, flooring to get grid offset