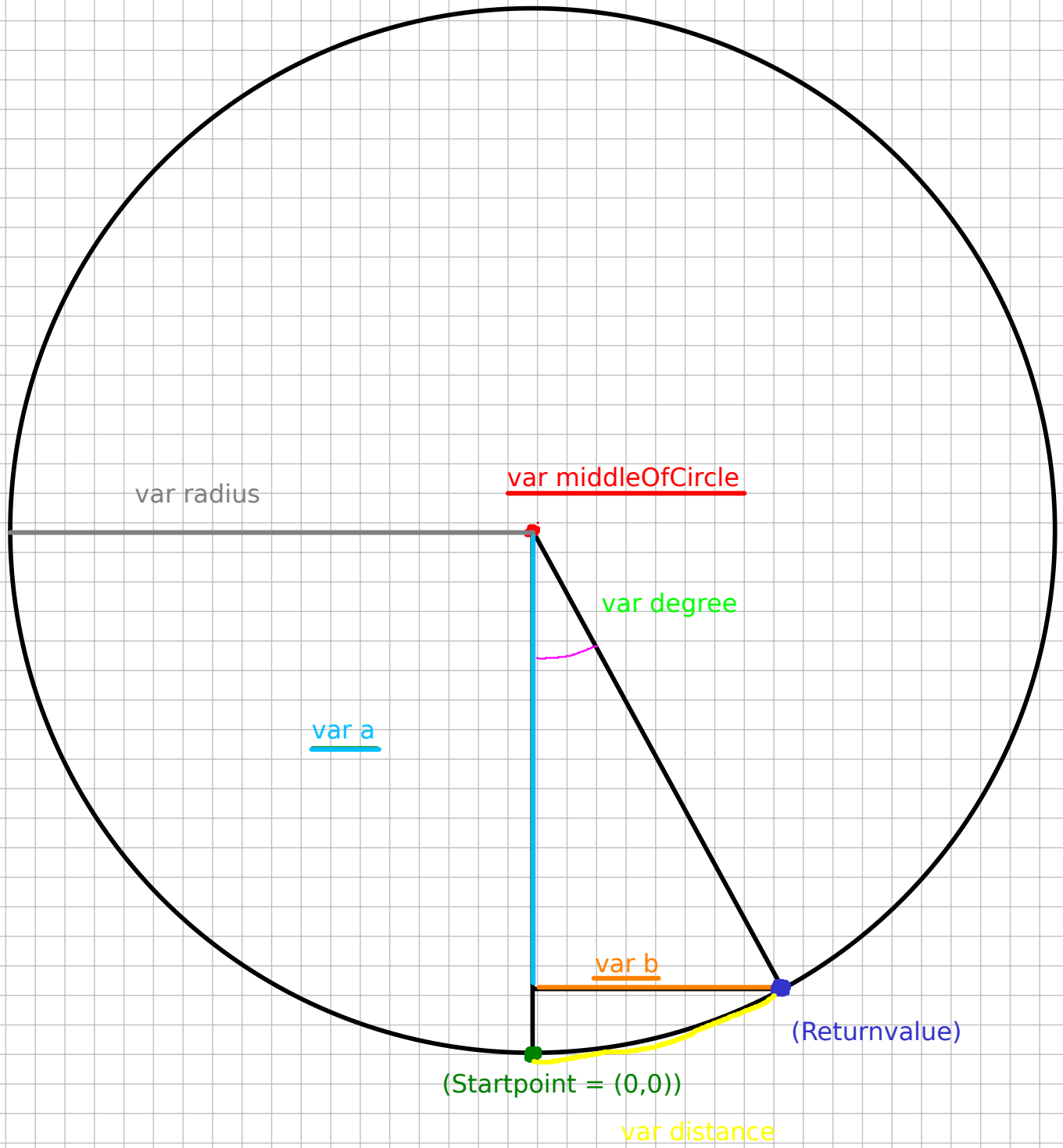


```
func circle_get_pos(radius, distance):
	if radius == 0:
		return Vector2(distance, 0)
	## Calculate: Coordinate:
	var degree = circle_get_deg(radius, distance)
	var middleOfCircle = Vector2(0,radius)
	var a = cos(deg2rad(degree)) * radius
	var b = sin(deg2rad(degree)) * radius
	return middleOfCircle + Vector2(b, -a)

func circle_get_deg(radius, distance):
	if radius == 0:
		return 0

	# Calculate needed degree:
	var extend = radius * 2.0 * PI
	return float(distance / extend * 360)
```