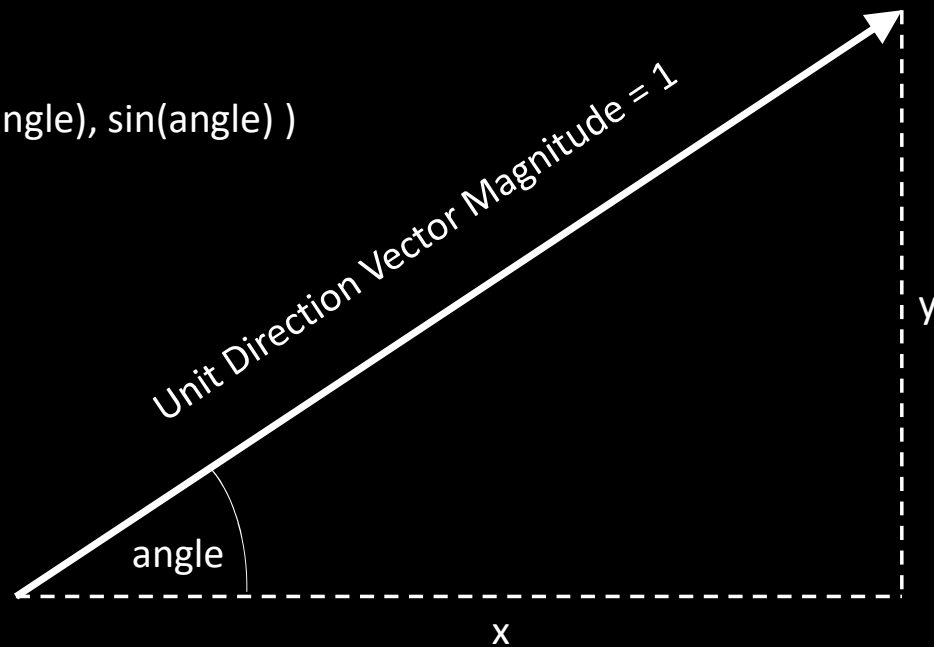


Create Pistol Ammo

Create Pistol Ammo

Unit Direction Vector From An Angle In Degrees

Direction Vector = ($\cos(\text{angle})$, $\sin(\text{angle})$)



$$\sin(\text{angle}) = \frac{y}{1}$$

$$y = \sin(\text{angle}) * 1$$

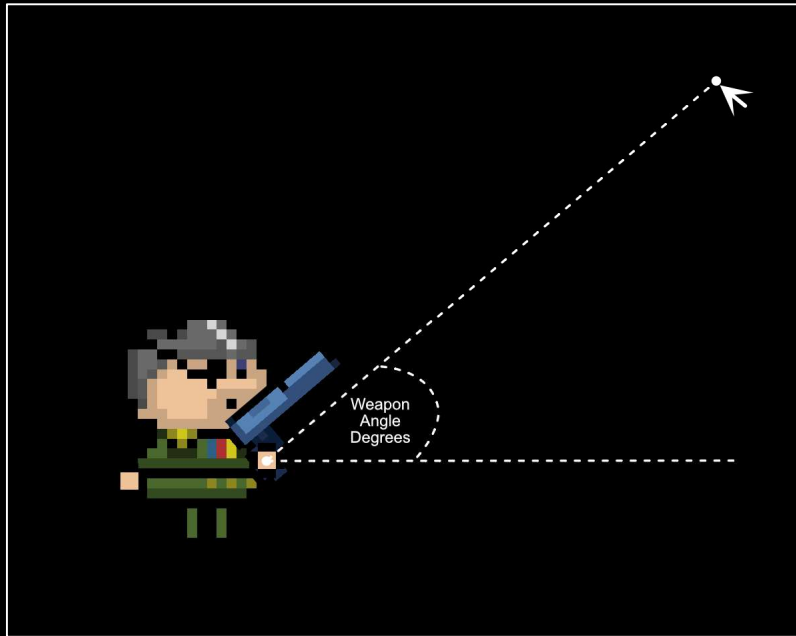
$$\cos(\text{angle}) = \frac{x}{1}$$

$$x = \cos(\text{angle}) * 1$$

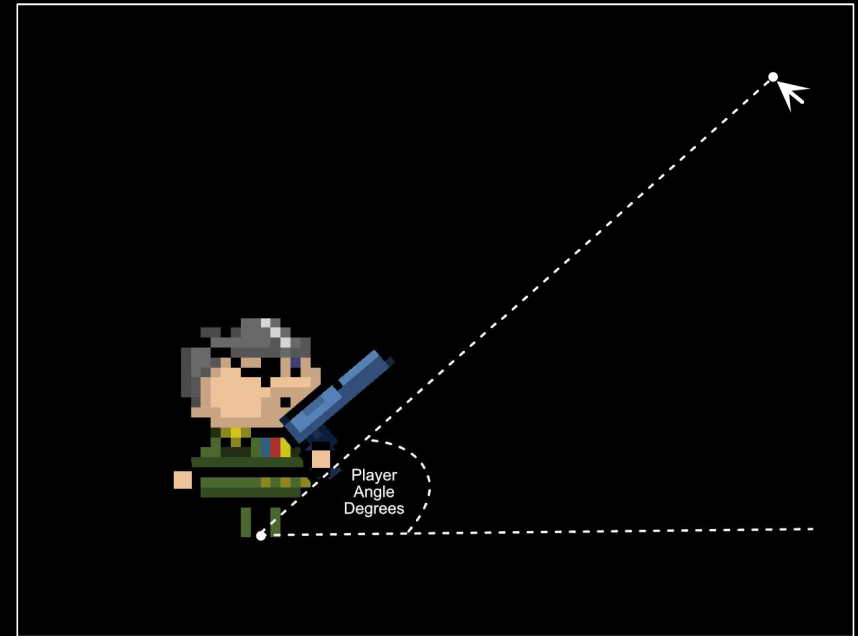
Create Pistol Ammo

Use Aim Angle Distance

If (distance to target \geq useAimAngleDistance)

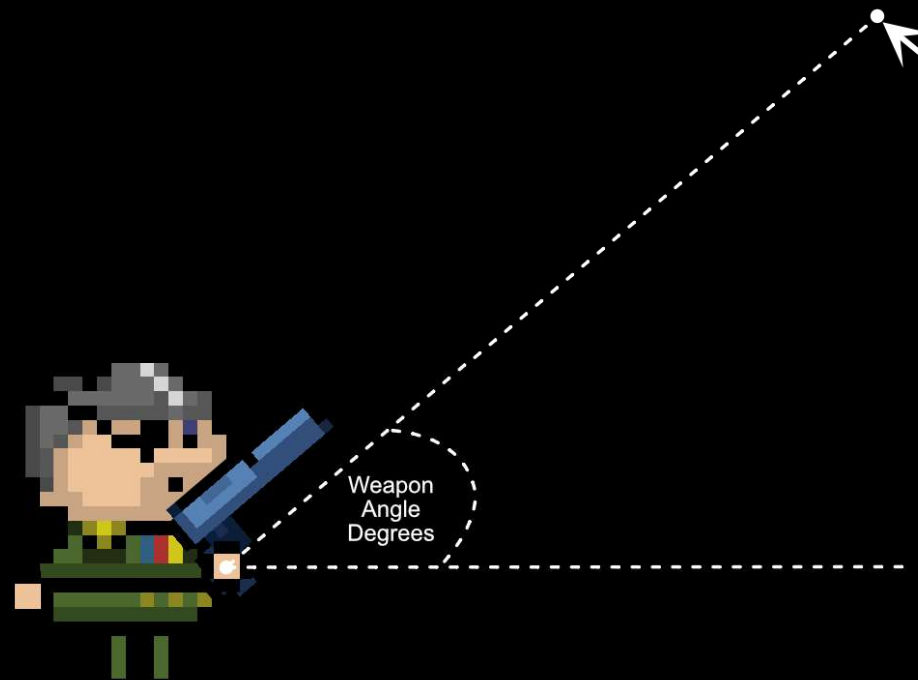


If (distance to target $<$ useAimAngleDistance)



Player Idle And Aim Weapon

Calculate Weapon Angle Degrees



Player Idle And Aim Weapon

Calculate Player Angle Degrees

