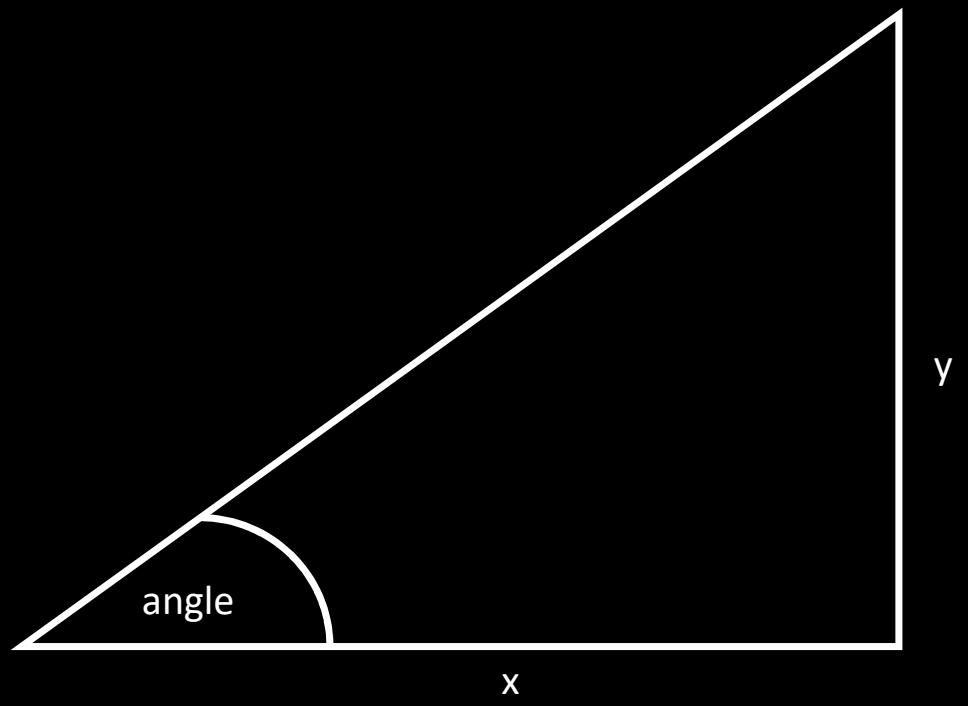
Player Idle And Aim Weapon

Player Idle And Aim Weapon

Get Angle From Vector



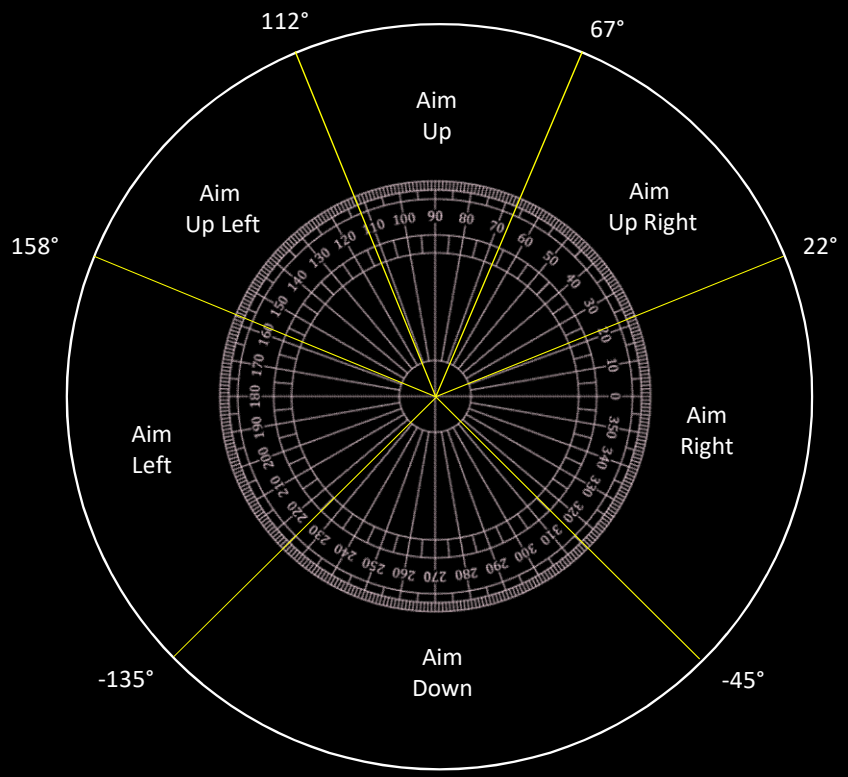
vector (x,y)

$$\tan(\text{angle}) = y / x$$

$$\text{angle} = \arctan(y / x)$$

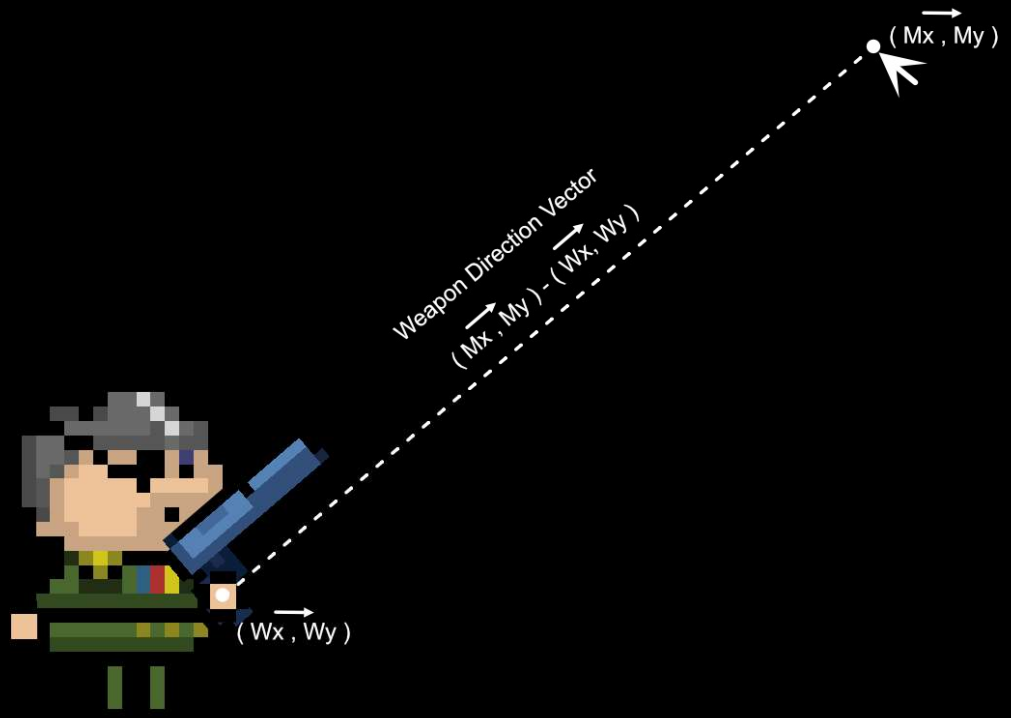
Player Idle And Aim Weapon

Get Aim Direction



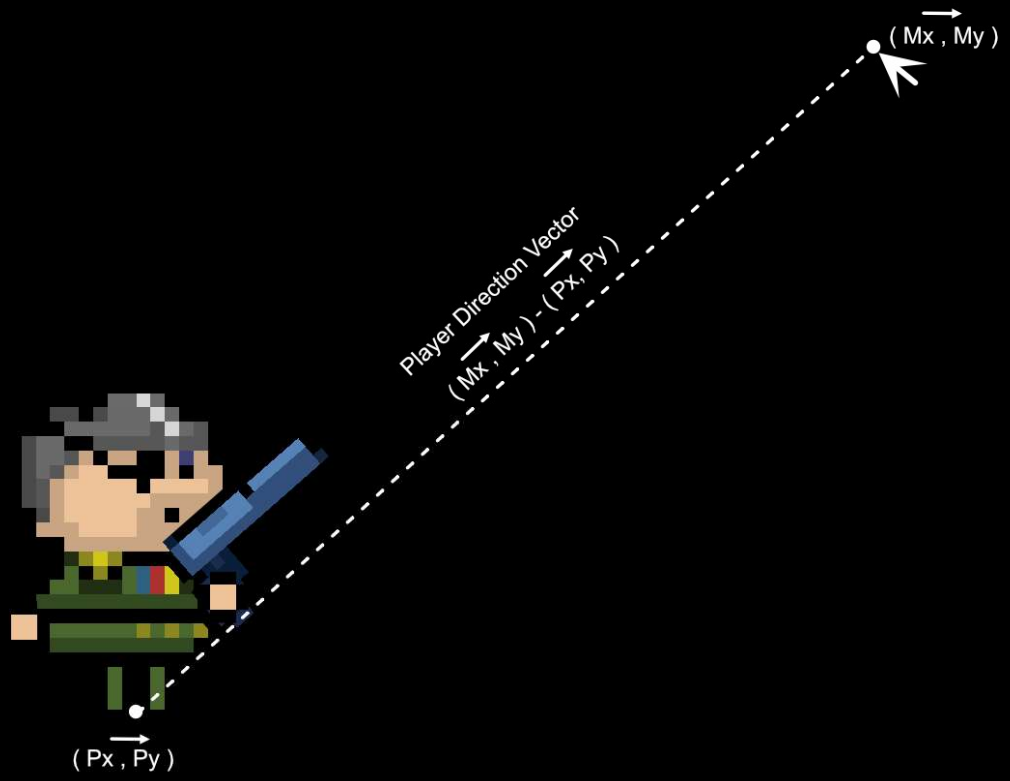
Player Idle And Aim Weapon

Calculate Weapon Direction Vector



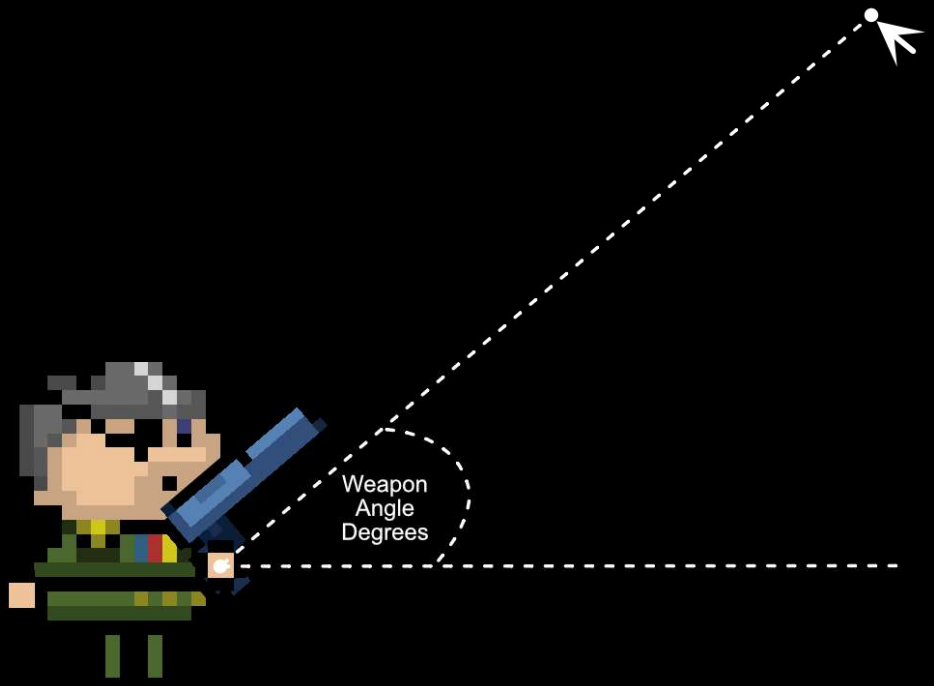
Player Idle And Aim Weapon

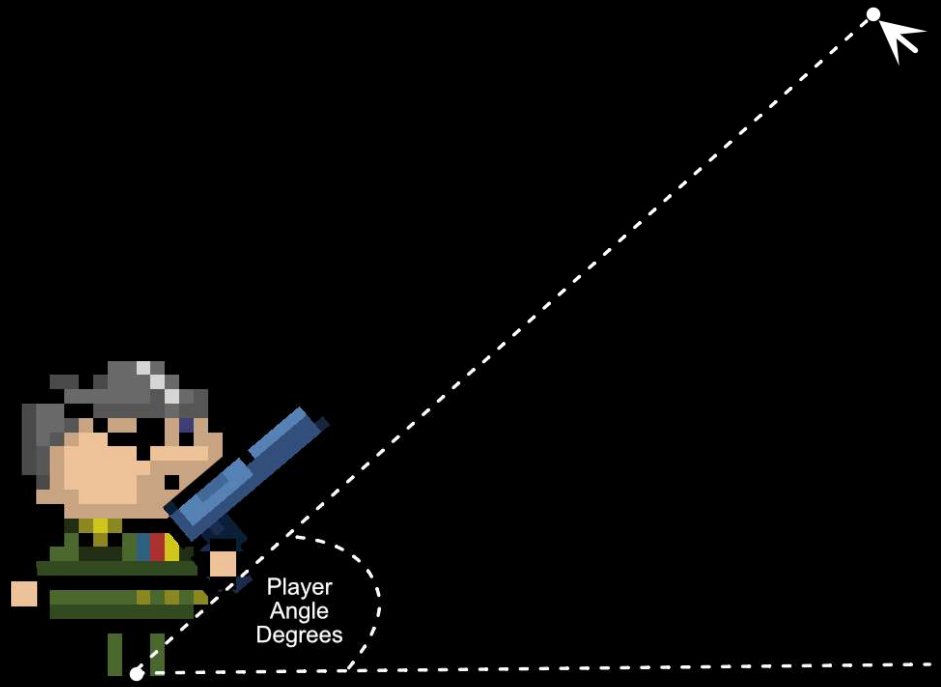
Calculate Player Direction Vector



Player Idle And Aim Weapon

Calculate Weapon Angle Degrees



Player Idle And Aim Weapon

Calculate Player Angle Degrees