Subject: Re: Find_Object only inside a Zone
Posted by cAmpa on Thu, 22 Oct 2009 19:33:49 GMT
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Omar007 wrote on Thu, 22 October 2009 18:30I was wondering if there is a way to search (find) an object only in the zone the script runs on.

afaik Find_Object(id) searches across the whole map and i need to get only inside the zone itself.

EDIT:
Oh and i you know how to add a Radar marker to it please tell ^^
(Supposed to be visible to both teams)

1. The easist way is a object loop and check everytime if:

Quote:bool IsInsideZone(GameObject *zone,GameObject *obj); //is <solder/vehicle> inside <zone>. Will now work if object is inside a zone when its created (e.g. spawns inside zone or zone is moved around them with Create_Zone or Set_Zone_Box)

2.

Quote: Commands->Set_Obj_Radar_Blip_Shape =
(_Set_Obj_Radar_Blip_Shape)Address(bhs,"New_Set_Obj_Radar_Blip_Shape");
 Commands->Set_Obj_Radar_Blip_Color =
(_Set_Obj_Radar_Blip_Color)Address(bhs,"New_Set_Obj_Radar_Blip_Color");
 Set_Obj_Radar_Blip_Shape_Player =
(_Set_Obj_Radar_Blip_Shape_Player)Address(bhs,"New_Set_Obj_Radar_Blip_Shape_Player ");
 Set_Obj_Radar_Blip_Color_Player =
(_Set_Obj_Radar_Blip_Color_Player)Address(bhs,"New_Set_Obj_Radar_Blip_Color_Player ");

Quote:i dont make a new topic, because my question is about le too.

i have a little problem:

I added the script Kamuix_Death_Team_Win to the GDI Guard Tower.

Now if NOD kill the tower nod dont win :/
I tried Value: 0-3 but nothing from them work Sad
so some1 know how to fix this problem? ^^

Cheater.