Subject: Find_Object only inside a Zone
Posted by Omar007 on Thu, 22 Oct 2009 16:30:59 GMT

I 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)

Subject: Re: Find_Object only inside a Zone
Posted by Reaver11 on Thu, 22 Oct 2009 17:11:59 GMT

Well I don't know about the first part.

for the second part I would just put a keycard a little bit under the map so no one can pick it up but yet the star will remain on the map

Subject: Re: Find_Object only inside a Zone
Posted by Omar007 on Thu, 22 Oct 2009 17:22:53 GMT

Hmm that would be usefull if i didn't wanted the color to change

But if that isnt possible and there is no way of doind it in code i'll use that ^^

Subject: Re: Find_Object only inside a Zone
Posted by crysis992 on Thu, 22 Oct 2009 18:31:04 GMT

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
so some1 know how to fix this problem? ^^

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.

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so some1 know how to fix this problem? ^^

Cheater.

Subject: Re: Find_Object only inside a Zone

Posted by crysis992 on Thu, 22 Oct 2009 20:06:56 GMT
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eh wtf?

Subject: Re: Find_Object only inside a Zone
Posted by Omar007 on Thu, 22 Oct 2009 21:50:15 GMT
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crysis992 wrote on Thu, 22 October 2009 20:31i 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
so some1 know how to fix this problem? ^^
@crysis992
Uhm my post wasnt about LE...

About your problem: idk. Value 0 should work. Unless the script does something else then you think it does

@cAmpa
Ok im going to try that

Subject: Re: Find_Object only inside a Zone
Posted by E! on Fri, 23 Oct 2009 15:36:05 GMT
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why not just writing your own function?

```
GameObject *Find_Object_In_Zone(int Team, GameObject *zone, GameObject *obj)
{
 GenericSLNode *x = BaseGameObjList->HeadNode;
 while (x)
 {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && As_ScriptableGameObj(o))
  {
   if (IsInsideZone(zone,o) && Commands->Get_ID(o)==Commands->Get_ID(obj))
   {
```

```
  if ((Get_Object_Type(o) == Team) || (Team == 2))
  {
   return o;
  }
 }
 }
 x = x->NodeNext;
 }
 return 0;
}
```