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Subject: Re: Spawn\_Scriptzone?

Posted by [zunnie](#) on Fri, 20 Apr 2007 01:30:09 GMT

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```
Vector3 newzonepos;  
newzonepos.X = 100.0f;  
newzonepos.Y = 200.0f;  
newzonepos.Z = 2.0f;  
Vector3 newzoneposSizes;  
newzoneposSizes.X = 5.0f;  
newzoneposSizes.Y = 5.0f;  
newzoneposSizes.Z = 4.0f;  
OBBBoxClass newzoneposBox;  
newzoneposBox.Center = newzoneposPos;  
newzoneposBox.Extent = newzoneposSizes;  
GameObject *newzoneZone = Create_Zone("script_zone_star",newzoneposBox);  
Commands->Attach_Script(newzone,"script","blablaparameters,parambla,bla");
```

This should work then i think using scripts.dll to do it..

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