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Subject: Re: :S Hostage Script help..

Posted by [halo2pac](#) on Sun, 07 Sep 2008 18:05:39 GMT

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Ok i tried....

```
if (strcmp(Data->CurrMap,"C&C_Islands.mix") == 0) {  
    //Controller Hover Craft  
    Vector3 hov;  
    hov.X = -167.77f;  
    hov.Y = 28.30f;  
    hov.Z = -2.36f;
```

```
    Commands->Attach_Script(Commands->Create_Object("GDI_Hovercraft",hov),"z_Hostage_Con  
troller","1000,2020,4,4,1");
```

```
    //Rescue Zone  
    Vector3 rescueboxplace;  
    rescueboxplace.X = -156.66f;  
    rescueboxplace.Y = 28.24f;  
    rescueboxplace.Z = 0.46f;
```

```
    Vector3 rescuezoneposSizes;  
    rescuezoneposSizes.X = 5.0f;  
    rescuezoneposSizes.Y = 5.0f;  
    rescuezoneposSizes.Z = 5.0f;
```

```
    OBBClass Box;  
    Box.Center = rescueboxplace;  
    Box.Extent = rescuezoneposSizes;  
    GameObject *Zone = Create_Zone("Script_Zone_All",Box);  
    Commands->Attach_Script(Zone,"z_Hostage_Rescue_Zone","1,civ_lab_tech_01,Farmer,civ_lab  
_tech_03,Nun,Priest,1000");
```

```
    //Hostages  
    Vector3 host1pos;  
    //host1pos.X = -55.36f;  
    //host1pos.Y = -203.13f;  
    //host1pos.Z = 0.0f;  
    host1pos.X = -153.00f;  
    host1pos.Y = 45.f;  
    host1pos.Z = 0.0f;  
    GameObject *hosty1 = Commands->Create_Object("civ_lab_tech_01",host1pos);  
    char *params = new char[128];  
    sprintf(params,"1,1,100,10,2,1000,%d,2020",Commands->Get_ID(hosty1));  
    Commands->Attach_Script(hosty1,"z_Hostage",params);  
}
```

Level loads, displays how many rescues.. but when u take the hostage to the zone .. CRASH!

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