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Subject: Re: Is\_Beacon in SSGM Plugin  
Posted by [jnz](#) on Sun, 01 Feb 2009 13:32:44 GMT  
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SSGM does some strange things to beacons for some very weird reason.

```
void ObjectCreate(void *stub, GameObject *o)
{
    DLOG;
    YaRRCrte::ObjectCreated(o);
    if(strcmp(Commands->Get_Preset_Name(o), "Invisible_Object") == 0)
    {
        Vector3 pos = Commands->Get_Position(o);
        for(GenericSLNode *x = BaseGameObjList->HeadNode; x != 0; x = x->NodeNext)
        {
            GameObject *obj = (GameObject *)x->NodeData;
            if(obj && As_BeaconGameObj(obj) != 0)
            {
                Vector3 objp = Commands->Get_Position(obj);
                if((pos.X == objp.X) && (pos.Y == objp.Y))
                {
                    o = obj;
                    break;
                }
            }
        }
    }

    if(Commands->Is_A_Star(o) && Is_Soldier(o))
    {
        Attach_Script_Once(o, "YaRRPlayer", "");
        Attach_Script_Once(o, "YaRRVeteran", "");
    }
    else if(Is_Vehicle(o))
    {
        Attach_Script_Once(o, "YaRRVehicle", "");
    }
    else if(Is_Beacon(o))
    {
        Attach_Script_Once(o, "YaRRBeacon", "");
    }
    else if(Is_C4(o))
    {
        Attach_Script_Once(o, "YaRRC4", "");
    }
}
```

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