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Subject: Re: Vector3 pos

Posted by [Gen\\_Blacky](#) on Sat, 23 Jan 2010 06:10:36 GMT

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Thank you how would i set the size of the script zone and did I use the xyz cords wrong.

GameObject \*zone =

```
Commands->Create_Object("Script_Zone_All",Vector3(-83.531f,-89.294f,-0.589f));
```

How do i use

Attach\_Script\_Once

or

Attach\_Script

with more then 3 peramters ?

Would i do it like this ?

```
Commands->Attach_Script(zone,"script",team,msg);
```

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