

---

Subject: Re: Vetach plugin

Posted by [danpaul88](#) on Tue, 19 Oct 2010 10:09:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That check I quoted doesn't check the distance though, so it would appear to disable itself if there is a VTOL anywhere on the map, not just close to you. Perhaps I am just reading it wrong but it seems that way to me.

Might also be an idea to make sure the item to be picked up is actually below you as well, would be funny to see an orca park alongside a medium tank then lol-warp it underneath into bluehell  
Sensible check might be;

Their  $X \geq$  Your  $X-2.5$  and  $\leq$  Your  $X+2.5$

Their  $Y \geq$  Your  $Y-2.5$  and  $\leq$  Your  $Y+2.5$

Their  $Z <$  Your  $Z$

This forces you to hover almost directly above the unit to be picked up. Also a pickup range of 12 seems quite high to me, I would have thought about 8 would be more realistic.

---