
Subject: Re: Tunnel Beacons

Posted by [halo2pac](#) on Wed, 26 Jan 2011 04:22:12 GMT

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

Basically create a plugin that reads points of the edge of an area where the beacon is not allowed and search Google for a C++ function like so
http://sidvind.com/wiki/Point-in-polygon:_Jordan_Curve_Theorem to see if the point is in the area then disallow planting.

(Looks at reborn who likes to play with plugins)
