
Subject: [CODE]Beaconing prevention script zone
Posted by [iRANian](#) on Fri, 10 Jun 2011 19:13:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to compile a version of scripts.dll with this to be able to use it within LevelEdit, and of course the server needs to have this script.

In the header:

```
class Iran_Beaconing_Prevention_Zone : public ScriptImpClass {
void Entered(GameObject *obj,GameObject *enter);
void Timer_Expired(GameObject *obj,int number);
};
```

In the .cpp:

```
void Iran_Beaconing_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
Commands->Start_Timer(obj,this,0.1,Commands->Get_ID(enter));
}
```

```
void Iran_Beaconing_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
{
GameObject* checkplayerobj = Commands->Find_Object(number);
if ( !IsInsideZone(obj,checkplayerobj))
{
if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_NukeBeacon_Player"))
{
const char* currentweapon = Get_Current_Weapon(checkplayerobj);
if (strcmp(currentweapon, "CnC_Weapon_NukeBeacon_Player") == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
{
Remove_Weapon(checkplayerobj,"CnC_Weapon_NukeBeacon_Player");
Grant_Powerup(checkplayerobj,"CnC_POW_Nuclear_Missile_Beacon");
}
Commands->Start_Timer(obj,this,0.1,number);
}
else if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_IonCannonBeacon_Player"))
{
const char* currentweapon = Get_Current_Weapon(checkplayerobj);
if(strcmp(currentweapon,"CnC_Weapon_IonCannonBeacon_Player") == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
{
Remove_Weapon(checkplayerobj,"CnC_Weapon_IonCannonBeacon_Player");
Grant_Powerup(checkplayerobj,"CnC_POW_IonCannonBeacon_Player");
}
```

```
}  
Commands->Start_Timer(obj,this,0.5,number);  
}  
}  
}
```

```
ScriptRegistrant<Iran_Beaconing_Prevention_Zone>  
Iran_Beaconing_Prevention_Zone_Registrant("Iran_Beaconing_Prevention_Zone", "");
```

EDIT: Forgot to credit Blacky for helping me out and testing it, lol sorry dude
