
Subject: Re: Question...

Posted by [FeaR](#) on Thu, 12 Apr 2012 20:40:43 GMT

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thnx

Whitedragon wrote on Wed, 11 April 2012 15:15 Try something like this.

```
void MDB_Create_Zone::Created(GameObject *obj) {
    Vector3 Size = Vector3(4.0f,8.0f,2.0f); //Size of the script zone.
    Matrix3 Rotation(true);
    Rotation.Rotate_Z(Commands->Get_Facing(obj)); //Set the rotation of the script zone to the
    same as the beacon.
    OBBoundingBox Box(Commands->Get_Position(obj),Size,Rotation); //Create the bounding box with
    the position of the beacon, and the size and rotation defined earlier.
    GameObject* Zone = Create_Zone("Script_Zone_All",Box);
    //Attach whatever script you want to the zone now.
}
```