
Subject: Re: Question...

Posted by [Whitedragon](#) on Thu, 19 Apr 2012 03:01:37 GMT

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robbyke wrote on Wed, 18 April 2012 17:55i do everything trough scripting
I also prefer doing stuff through scripts.

For what you want to do you should create the zone in the level loaded hook.

The code below will create a zone at the base center. For some maps, like Canyon and Glacier, you'll need more than one zone to properly cover the base.

```
Vector3 Get_Base_Center(int Team) {  
    Vector3 ReturnPos(0.0f,0.0f,0.0f);  
    BaseControllerClass *Base = BaseControllerClass::Find_Base(Team);  
    if (Base) {  
        int Num = 0;  
        for (Num = 0;Num < Base->BuildingList.Count();Num++) {  
            ReturnPos += Commands->Get_Position(Base->BuildingList[Num]);  
        }  
        if (Num) {  
            ReturnPos /= (float)Num;  
        }  
    }  
    return ReturnPos;  
}
```

```
void LevelLoaded() {  
    Vector3 Size = Vector3(50.0f,50.0f,50.0f); //Should load the size per map from a config file.  
    Matrix3 Rotation(true);  
    Rotation.Rotate_Z(1.0f); //Should load a rotation per map from a config file.  
    OBBoxClass Box(Get_Base_Center(0),Size,Rotation); //Create the bounding box with the  
    position of the Nod base, and the size and rotation defined earlier.  
    GameObject* Zone = Create_Zone("Script_Zone_All",Box);  
    //Attach whatever script you want to the zone now.  
}
```