
Subject: Re: Question...

Posted by [Whitedragon](#) on Fri, 20 Apr 2012 00:44:13 GMT

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```
int Get_Object_Count_In_Zone(GameObject *obj,int Team) {
    if (!obj || !Commands->Get_ID(obj)) {
        return 0;
    }
    ScriptZoneGameObj *Zone = obj->As_ScriptZoneGameObj();
    if (!Zone) {
        return 0;
    }
    int Return = 0;
    for (SLNode<SmartGameObj> *z = GameManager::SmartGameObjList.Head();z;z =
z->Next()) {
        if ((Get_Object_Type(z->Data()) == Team || Team == 2) && Zone->Inside_Me(z->Data())) {
            Return++;
        }
    }
    return Return;
}
```

```
int Get_Player_Count_In_Zone(GameObject *obj,int Team) {
    if (!obj || !Commands->Get_ID(obj)) {
        return 0;
    }
    ScriptZoneGameObj *Zone = obj->As_ScriptZoneGameObj();
    if (!Zone) {
        return 0;
    }
    int Return = 0;
    for (SLNode<SoldierGameObj> *z = GameManager::StarGameObjList.Head();z;z =
z->Next()) {
        if ((Get_Object_Type(z->Data()) == Team || Team == 2) && Zone->Inside_Me(z->Data())) {
            Return++;
        }
    }
    return Return;
}
```
