
Subject: Re: Question...

Posted by [robbyke](#) on Sat, 28 Apr 2012 23:19:10 GMT

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Whitedragon wrote on Thu, 19 April 2012 05:01

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.
    OBBBoxClass 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.
}
```

i wanted to use this but i cant, buildinglist is inaccessible, so i cant do it this
