
Subject: Re: finding *any* building
Posted by [jonwil](#) on Mon, 21 May 2012 01:48:54 GMT
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Here is some code that should work:

```
#include "BuildingGameObj.h"
SLNode<BuildingGameObj> *x = GameObjManager::BuildingGameObjList.Head();
while (x)
{
    BuildingGameObj *o = (GameObject *)x->Data();
    if (o && (Get_Object_Type(o) == 0 || Get_Object_Type(o) == 1))
    {
        StringClass str;
        str.Format("%d",Get_Object_Type(o));
        Vector3 Size = Vector3(40.0f,40.0f,80.0f); //Size of the script zone.
        Matrix3 Rotation(true);
        Rotation.Rotate_Z(DEG_TO_RADF(Commands->Get_Facing(o))); //Set the rotation of the script
zone to the same as the building.
        Vector3 Pos = Commands->Get_Position(o);
        Pos.Z -= 20;
        OBBClass Box(Pos,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_Script_Once(Zone,"KB_Base_Zone",Team);
    }
    x = x->Next();
}
```

The key here is `Get_Object_Type` to identify the type of the object.
