
Subject: Re: Dragonade 1.1

Posted by [iRANian](#) on Tue, 12 Mar 2013 19:25:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just checked it and it checks the damage radius to distance between closest poly and the beacon object, so it's good yeah.

```
void DAC4BeaconManager::Object_Created_Event(GameObject *obj) {
    BeaconGameObj *Beacon = (BeaconGameObj*)obj;
    if (Beacon->Get_Owner()) {
        BuildingGameObj *Building =
        Get_Closest_Building(Beacon->Get_Position(),Beacon->Get_Player_Type()?0:1);
        if (Building) {
            ExplosionDefinitionClass *Explosion =
            (ExplosionDefinitionClass*)Find_Definition(Beacon->Get_Definition().ExplosionObjDef);
            float DamageRadius = Explosion->DamageRadius*Explosion->DamageRadius;
            float Distance = 0.0f;
            Building->Find_Closest_Poly(Beacon->Get_Position(),&Distance);
            if (Distance > DamageRadius) {
                Set_Bullets(Beacon->Get_Owner(),Beacon->Get_WeaponDef()->Get_Name(),2);
                Beacon->Set_Delete_Pending();
                DA::Page_Player(Beacon->Get_Owner(),"Beacons may only be deployed where they would
                damage an enemy building.");
            }
        }
    }
}
```
