
Subject: Spawning GDI_MRLS falls through floor
Posted by [FeaR](#) on Fri, 20 Oct 2006 01:35:41 GMT

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Does anybody know why the GDI_MRLS falls through the floor when a script spawns it?

EG: Kill the CnC_GDI_MRLS will spawn a GDI_MRLS (one you cant enter) as the "wreckage" and will replace with a CnC_GDI_MRLS when repaired. But.. it falls through the floor always :S

```
if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MRLS")) {  
    DestroyedTank = Commands->Create_Object("GDI_MRLS",DeadPlace);  
    Commands->Set_Facing(DestroyedTank,Facing);  
    Commands->Attach_Script(DestroyedTank,"KAK_Vehicle_Death","1");  
}
```

...

```
else if (strstr(Commands->Get_Preset_Name(obj),"GDI_MRLS"))  
{  
    DeadPlace.Z += (float)1;  
    DestroyedTank = Commands->Create_Object("CnC_GDI_MRLS",DeadPlace);  
}
```

Above is the code that i changed in ssaow 1.5's aow.cpp, is there anything wrong here? Or is it a vage bug that it always falls through the floor? :S

Thanks for your help

Subject: Re: Spawning GDI_MRLS falls through floor
Posted by [Cat998](#) on Fri, 20 Oct 2006 10:27:56 GMT

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Don't know, you could try to let it spawn a littler bit higher.
Or maybe the vehicle death position is just wrong.
Or the spawned MRLS is not a physical object.

Subject: Re: Spawning GDI_MRLS falls through floor
Posted by [reborn](#) on Fri, 20 Oct 2006 14:17:54 GMT

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Make sure the GDI_MRLS is set to be a tracked vehicle in your objects.aow file.

Subject: Re: Spawning GDI_MRLS falls through floor
Posted by [FeaR](#) on Fri, 20 Oct 2006 21:00:21 GMT
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Thanks for input @ Cat and Reborn!

Figured what is causing it now, on the Phys tab select "IsFake"
then it will not fall through the floor anymore
