
Subject: OBBoxClass

Posted by [Hex](#) on Sun, 12 Aug 2007 13:03:16 GMT

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I'm trying to make a zone 30x60x20, it creates the zone but its small and the edited never gets triggered

Any idea whats wrong?

```
class HillCamp_Zone : public ScriptImpClass {
void Entered(GameObject *obj,GameObject *enter);
void Exited(GameObject *obj,GameObject *exit);
};
```

```
class Test : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
char Msg[256];
GameObject *obj = Get_GameObj(ID);
Vector3 Pos = Commands->Get_Position(obj);
Vector3 newzoneposSizes;
newzoneposSizes.X = 30.0f;
newzoneposSizes.Y = 15.0f;
newzoneposSizes.Z = 10.0f;
OBBoxClass Box;
Box.Center = Pos;
Box.Extent = newzoneposSizes;
GameObject *Zone = Create_Zone("Script_Zone_All",Box);
Commands->Attach_Script(Zone,"HillCamp_Zone","");
sprintf(Msg,"ppage %d test zone made",ID);
Console_Input(Msg);
}
};
ChatCommandRegistrant<Test> TestReg("!t",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```
void HillCamp_Zone::Entered(GameObject *obj,GameObject *enter) {
char Msg[256];
sprintf(Msg,"msg %s entered the zone.",Commands->Get_Preset_Name(enter));
Console_Input(Msg);
}
void HillCamp_Zone::Exited(GameObject *obj,GameObject *exit) {
char Msg[256];
sprintf(Msg,"msg %s exited the zone.",Commands->Get_Preset_Name(exit));
Console_Input(Msg);
}
```

Subject: Re: OBBoxClass
Posted by [Sn1per74*](#) on Sun, 12 Aug 2007 13:41:44 GMT
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Maybe the characters feet aren't touching the script zone?

Subject: Re: OBBoxClass
Posted by [Hex](#) on Sun, 12 Aug 2007 13:48:37 GMT
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No, its not that I tried using Pos.Z = 1; before to make the zone higher

Subject: Re: OBBoxClass
Posted by [Sniperhid](#) on Sun, 12 Aug 2007 13:53:29 GMT
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From what i can see you didn't Register the Script.

Include this line in the .cpp file:

```
ScriptRegistrant<HillCamp_Zone> HillCamp_Zone_Registrant("HillCamp_Zone","");
```

Subject: Re: OBBoxClass
Posted by [Hex](#) on Sun, 12 Aug 2007 14:39:13 GMT
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No, I just forgot to post that here

Subject: Re: OBBoxClass
Posted by [Sn1per74*](#) on Sun, 12 Aug 2007 15:55:08 GMT
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Hex wrote on Sun, 12 August 2007 08:48No, its not that I tried using Pos.Z = 1; before to make the zone higher

To trigger the script zone the player's feet have to touch it. The Z at 1 would make it above his feet. Trying making it at 0 or try jumping up into it if it's at 1.

Subject: Re: OBBoxClass
Posted by [Hex](#) on Sun, 12 Aug 2007 16:50:02 GMT
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The ground level is set by the bottom of the player
