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Subject: Script help.

Posted by [Mark72091](#) on Sat, 14 Mar 2009 15:58:28 GMT

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What I am trying to do is create a script that damages all players within a certain distance.

What I am working on is a beacon that does no damage when detonated but damages all players within X distance 2 damage every 2 seconds for 6 runs.

I have done some debugging and this is the section that is causing the problem.

```
Vector3 pos = Commands->Get_Position(obj);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
    GameObject *o = (GameObject *)x->NodeData;
    if (o && Is_Soldier(o)) {
        if (Commands->Get_Distance(Commands->Get_Position(o),pos) < 100) {
            Commands->Apply_Damage(o,2.0f,"Laser_NoBuilding",false);
        }
    }
    x = x->NodeNext;
}
```

Attached is all of the code for the beacon.

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### File Attachments

1) [beacon.txt](#), downloaded 157 times

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Subject: Re: Script help.

Posted by [saberhawk](#) on Sat, 14 Mar 2009 16:00:25 GMT

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TehViRuS wrote on Sat, 14 March 2009 11:58What I am trying to do is create a script that damages all players within a certain distance.

What I am working on is a beacon that does no damage when detonated but damages all players within X distance 2 damage every 2 seconds for 6 runs.

I have done some debugging and this is the section that is causing the problem.

And the problem is \*what\* exactly?

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Subject: Re: Script help.

Posted by [Mark72091](#) on Sat, 14 Mar 2009 16:12:57 GMT

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Server crashes when the script above runs.

I tried commenting the above out and everything works fine.

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Subject: Re: Script help.

Posted by [Mark72091](#) on Sat, 14 Mar 2009 18:23:26 GMT

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Ok got a little bit more info on this.

For some reason the script works perfectly fine on City Flying

I left the test server up and a few people were playing on City Flying and they placed a beacon and everything went fine. So I joined in and set the next map to field to try again and see what the issue was and as soon as it detonated it crashed.

Now I have been learning C++ and have quite a few other things complete on my own and this is the only thing that I just can't seem to figure out.

I will continue messing with it but if anyone sees the problem any help would be appreciated.

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Subject: Re: Script help.

Posted by [Mark72091](#) on Sat, 14 Mar 2009 18:25:52 GMT

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Well disregard this post...

I changed the script to use

```
GenericSLNode *x = SmartGameObjList->HeadNode;
```

Instead and it seems to work.

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Subject: Re: Script help.

Posted by [mr£\\$Ä-z](#) on Sun, 15 Mar 2009 12:32:39 GMT

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Nice idea

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