
Subject: Question...

Posted by [FeaR](#) on Tue, 10 Apr 2012 08:18:02 GMT

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Is it possible when i for example have a flare, and put it anywhere on the map, a script zone will be created? and if so how would i do that??

Subject: Re: Question...

Posted by [TankClash](#) on Tue, 10 Apr 2012 08:34:18 GMT

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So if you make a "Script zone, is it possible to add a flare?"

Yes, more details coming for other sources...

Subject: Re: Question...

Posted by [FeaR](#) on Tue, 10 Apr 2012 08:42:02 GMT

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no i mean, ingame i pickup a flare that spawned as a weaponspawner. now i can set that flare anywhere i want on the map. when i did that, a script zone will be created on the place where i had set down the flare.

Subject: Re: Question...

Posted by [TankClash](#) on Tue, 10 Apr 2012 14:05:12 GMT

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You mean in game type of thing, it would need to be some kind of action script, or pre-set before the game is loaded (coded before play), it's possible if you make an object, take beacons for example, plausible.

Subject: Re: Question...

Posted by [robbyke](#) on Tue, 10 Apr 2012 15:16:44 GMT

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FeaR wrote on Tue, 10 April 2012 10:42no i mean, ingame i pickup a flare that spawned as a weaponspawner. now i can set that flare anywhere i want on the map. when i did that, a script zone will be created on the place where i had set down the flare.

i believe its possible with a ssgm plugin directly i dunno

Subject: Re: Question...

Posted by [Ethenal](#) on Tue, 10 Apr 2012 23:56:26 GMT

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You mean pick up a flare as a weapon? I'm pretty sure that would definitely require a client-side mod, but as far as throwing one... maybe you could use one of the mine presets? I'm thinking maybe that would be in tt.dll, not scripts.dll. But I could very well be wrong.

Subject: Re: Question...

Posted by [Whitedragon](#) on Wed, 11 Apr 2012 02:41:54 GMT

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This should be possible, though you'll have to make your own scripts.

You could modify a beacon preset, there are two unused ones from SP, or a C4 preset to deploy the flare. Once the flare is created you can create your script zone with Create_Zone.

Subject: Re: Question...

Posted by [FeaR](#) on Wed, 11 Apr 2012 08:27:37 GMT

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Thnx ill look into those options you all gave, those beacons would fit in nice for what im doing.

Subject: Re: Question...

Posted by [FeaR](#) on Wed, 11 Apr 2012 16:03:46 GMT

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ok so im stuck here, how would i make that script zone in a script? can anyone give me a example how to do that ?

Subject: Re: Question...

Posted by [jlhill17](#) on Wed, 11 Apr 2012 20:40:44 GMT

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I've never done it myself, but I imagine you could do it by simply attaching a vehicle regen script to the beacon object as well as `replace_when_repaired`. Make sure the armor type of the beacon is a vehicle armor, and modify the health of the beacon so it doesn't start out at full health. Make the script replace the beacon with the custom script zone preset you made, then maybe use a `zone_resize` script to make it the size you want.

There may be an easier way to do this, but this is my best idea.

Subject: Re: Question...

Posted by [Whitedragon](#) on Wed, 11 Apr 2012 22:15:13 GMT

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Try something like this.

```
void MDB_Create_Zone::Created(GameObject *obj) {
    Vector3 Size = Vector3(4.0f,8.0f,2.0f); //Size of the script zone.
    Matrix3 Rotation(true);
    Rotation.Rotate_Z(Commands->Get_Facing(obj)); //Set the rotation of the script zone to the
    same as the beacon.
    OBBBoxClass Box(Commands->Get_Position(obj),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 whatever script you want to the zone now.
}
```

Subject: Re: Question...

Posted by [FeaR](#) on Thu, 12 Apr 2012 20:40:43 GMT

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thnx

Whitedragon wrote on Wed, 11 April 2012 15:15Try something like this.

```
void MDB_Create_Zone::Created(GameObject *obj) {
    Vector3 Size = Vector3(4.0f,8.0f,2.0f); //Size of the script zone.
    Matrix3 Rotation(true);
    Rotation.Rotate_Z(Commands->Get_Facing(obj)); //Set the rotation of the script zone to the
    same as the beacon.
    OBBBoxClass Box(Commands->Get_Position(obj),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 whatever script you want to the zone now.
}
```

Subject: Re: Question...

Posted by [robbyke](#) on Wed, 18 Apr 2012 09:31:48 GMT

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Whitedragon wrote on Thu, 12 April 2012 00:15Try something like this.

```
void MDB_Create_Zone::Created(GameObject *obj) {
    Vector3 Size = Vector3(4.0f,8.0f,2.0f); //Size of the script zone.
    Matrix3 Rotation(true);
    Rotation.Rotate_Z(Commands->Get_Facing(obj)); //Set the rotation of the script zone to the
    same as the beacon.
    OBBoundingBox Box(Commands->Get_Position(obj),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 whatever script you want to the zone now.
}
```

if you create the zone is the object in the middle or in a corner?

if it is in the middle are X and Y then total length

with the example the object would be at 2 on X and 4 on Y

or would the zone then be a total of 8 X and 16 Y?

Subject: Re: Question...

Posted by [Whitedragon](#) on Wed, 18 Apr 2012 10:14:31 GMT

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The object would be in the middle. The size is how far it extends from this point in each direction, so the true size would be twice the values given.

Subject: Re: Question...

Posted by [robbyke](#) on Wed, 18 Apr 2012 15:18:41 GMT

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what am i doing wrong? cause my script wont work

```

Vector3 Size = Vector3(35.0f,35.0f,500.0f); //Size of the script zone.
Matrix3 Rotation(true);
Rotation.Rotate_Z(Commands->Get_Facing(o)); //Set the rotation of the script zone to the
same as the beacon.
Vector3 Pos = Commands->Get_Position(o);
Pos.Z -= 100;//lowering position of box to make sure to cover whole base
OBBBoxClass 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,"",Team);

```

```

void KB_Base_Zone::Entered(GameObject *obj, GameObject *enterer)
{
int Team = Get_Int_Parameter("Team");
if (Is_Soldier(enterer))
{
StringClass Msg;
if(Team == Commands->Get_Player_Type(enterer))
{
Commands->Set_Is_Visible(obj,false);
Attach_Script_Once(enterer,"KB_Friendly_Zone_Generated","");
Msg.Format("CMSGP %d 0,255,0 You've moved in range of your base, enemy defences will
ignore you from here!",Get_Player_ID(obj));
Console_Input(Msg);
}
else
{
Attach_Script_Once(enterer,"KB_Enemy_Zone_Generated","");
Msg.Format("CMSGP %d 255,0,0 You've moved in range of enemy base you can't build active
defenses here!",Get_Player_ID(obj));
Console_Input(Msg);
}
}
if (Is_Vehicle(enterer) && Team == Commands->Get_Player_Type(enterer))
{
Set_Vehicle_Is_Visible(obj,false);
}
}

```

```

void KB_Base_Zone::Exited(GameObject *obj, GameObject *exiter)
{
StringClass Msg;

```

```

if (Is_Soldier(exiter) && Is_Script_Attached(exiter,"KB_Friendly_Zone_Generated"))
{
if(Is_Script_Attached(exiter,"KB_GAP_Generated")||Is_Script_Attached(exiter,"KB_Char_Spy"))
{
Msg.Format("CMSGP %d 255,0,0 You've moved out of your base",Get_Player_ID(exiter));
Remove_Script(exiter,"KB_Friendly_Zone_Generated");
Console_Input(Msg);
}
else
{
Commands->Set_Is_Visible(exiter,true);
Msg.Format("CMSGP %d 255,0,0 You've moved out of your base, enemy defences will
automatically attack you from here!",Get_Player_ID(exiter));
Console_Input(Msg);
Remove_Script(exiter,"KB_Friendly_Zone_Generated");
}
}
if (Is_Vehicle(exiter))
{
if(Is_Script_Attached(exiter,"KB_GAP_Generated")||Is_Script_Attached(exiter,"KB_GAP_Genera
tor")){}
else{Set_Vehicle_Is_Visible(exiter,true);}
}

if (Is_Soldier(obj) && Is_Script_Attached(exiter,"KB_Enemy_Zone_Generated") )
{
Msg.Format("CMSGP %d 255,0,0 You've moved out of the enemy base",Get_Player_ID(exiter));
Console_Input(Msg);
Remove_Script(exiter,"KB_Enemy_Zone_Generated");
}
}
ScriptRegistrant<KB_Base_Zone> KB_Base_Zone_Reg("KB_Base_Zone","Team:int");

```

its supposed to make ppl invisible in their own base

and unable to build stuff in the enemies

but it does nothing at all not even the message does this mean i made a mistake with the zone somewhere?

Subject: Re: Question...

Posted by [Whitedragon](#) on Wed, 18 Apr 2012 19:56:30 GMT

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Look closely at that Attach_Script_Once. Also for what you're doing it seems like it would be easier to place the zone in leveledit and use the modified map file or record its dimensions and

spawn it on level load. Don't see why you'd use the beacon thing for this.

Subject: Re: Question...

Posted by [Omar007](#) on Wed, 18 Apr 2012 22:07:43 GMT

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The only reason you'd want to do it with a beacon/flare is if it is something you'd deploy during mid-game. Something like a temporary stealth field generator or similar.

If this is not the case, do what WhiteDragon said, or look into the RA cloak thing script (can't remember the name :/), which cloaks within a certain range of the object having the script attached.

Subject: Re: Question...

Posted by [robbyke](#) on Thu, 19 Apr 2012 00:55:22 GMT

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Whitedragon wrote on Wed, 18 April 2012 21:56 Look closely at that Attach_Script_Once. Also for what you're doing it seems like it would be easier to place the zone in leveledit and use the modified map file or record its dimensions and spawn it on level load. Don't see why you'd use the beacon thing for this.

oh wow how dumb

im not doing trough leveledit because this way i can adjust how the zone works and how big it is alot better.

and i know shit about leveledit and map making so i do everything trough scripting

Subject: Re: Question...

Posted by [Whitedragon](#) on Thu, 19 Apr 2012 03:01:37 GMT

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robbyke wrote on Wed, 18 April 2012 17:55 i do everything trough scripting
I also prefer doing stuff through scripts.

For what you want to do you should create the zone in the level loaded hook.

The code below will create a zone at the base center. For some maps, like Canyon and Glacier, you'll need more than one zone to properly cover the base.

```
Vector3 Get_Base_Center(int Team) {
```

```

Vector3 ReturnPos(0.0f,0.0f,0.0f);
BaseControllerClass *Base = BaseControllerClass::Find_Base(Team);
if (Base) {
    int Num = 0;
    for (Num = 0;Num < Base->BuildingList.Count();Num++) {
        ReturnPos += Commands->Get_Position(Base->BuildingList[Num]);
    }
    if (Num) {
        ReturnPos /= (float)Num;
    }
}
return ReturnPos;
}

```

```

void LevelLoaded() {
    Vector3 Size = Vector3(50.0f,50.0f,50.0f); //Should load the size per map from a config file.
    Matrix3 Rotation(true);
    Rotation.Rotate_Z(1.0f); //Should load a rotation per map from a config file.
    OBBBoxClass Box(Get_Base_Center(0),Size,Rotation); //Create the bounding box with the
    position of the Nod base, and the size and rotation defined earlier.
    GameObject* Zone = Create_Zone("Script_Zone_All",Box);
    //Attach whatever script you want to the zone now.
}

```

Subject: Re: Question...

Posted by [robbyke](#) on Thu, 19 Apr 2012 22:31:56 GMT

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hmm ive been doing it by creating a zone at each structure wich works pretty well for most maps

some maps do have some holes in it but nothings perfect

oh yea is there a way to find the amount of smart object of a team in a zone there is only one to count all objects of the team

Subject: Re: Question...

Posted by [Whitedragon](#) on Fri, 20 Apr 2012 00:44:13 GMT

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```

int Get_Object_Count_In_Zone(GameObject *obj,int Team) {
    if (!obj || !Commands->Get_ID(obj)) {
        return 0;
    }
}

```



```

ScriptZoneGameObj *Zone = obj->As_ScriptZoneGameObj();
if (!Zone) {
    return 0;
}
int Return = 0;
for (SLNode<SmartGameObj> *z = GameObjManager::SmartGameObjList.Head();z;z =
z->Next()) {
    if ((Get_Object_Type(z->Data()) == Team || Team == 2) && Zone->Inside_Me(z->Data())) {
        Return++;
    }
}
return Return;
}

```

```

int Get_Player_Count_In_Zone(GameObject *obj,int Team) {
if (!obj || !Commands->Get_ID(obj)) {
    return 0;
}
ScriptZoneGameObj *Zone = obj->As_ScriptZoneGameObj();
if (!Zone) {
    return 0;
}
int Return = 0;
for (SLNode<SoldierGameObj> *z = GameObjManager::StarGameObjList.Head();z;z =
z->Next()) {
    if ((Get_Object_Type(z->Data()) == Team || Team == 2) && Zone->Inside_Me(z->Data())) {
        Return++;
    }
}
return Return;
}

```

Subject: Re: Question...

Posted by [robbyke](#) on Fri, 20 Apr 2012 01:53:37 GMT

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whitedragon this line doesnt work

```

Rotation.Rotate_Z(Commands->Get_Facing(o)); //Set the rotation of the script zone to the same
as the beacon.

```

i fixed it by doing this

```

Commands->Set_Facing(Zone,Commands->Get_Facing(obj));

```

if it should work tell me since from what ive tested it didnt

correction i didnt fix it

Subject: Re: Question...

Posted by [Whitedragon](#) on Fri, 20 Apr 2012 04:15:35 GMT

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Set_Facing, Get_Facing, and Set_Position won't work on script zones since they aren't a PhysicalGameObj.

Anyway, how isn't the facing working? Can you not set the facing at all or is it just not facing the way you'd expect?

Subject: Re: Question...

Posted by [robbyke](#) on Fri, 20 Apr 2012 12:52:17 GMT

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well ive checked the values of rotation.z and get_facing(obj) and they arent equal after those lines so i think somethings not working correct i just dont know what =(

Subject: Re: Question...

Posted by [danpaul88](#) on Fri, 20 Apr 2012 13:14:31 GMT

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Isn't facing the Y axis, not the Z axis? Also I'm not sure they are supposed to be equal since the rotational matrix takes into account more than just the generic 'facing' of the object.

Subject: Re: Question...

Posted by [jonwil](#) on Fri, 20 Apr 2012 14:14:58 GMT

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Get_Facing/Set_Facing are definatly manipulating the Z axis. Get_Facing is calling Matrix3D::Get_Z_Rotation.

The reason Rotation.Z and Get_Facing/Set_Facing are different is that Get_Facing converts the returned result from Radians to Degrees before it returns it and Set_Facing converts the passed in value to Radians before using it.

The Matrix3D functions do not do this.

If you need to do the conversion, use DEG_TO_RADF and RAD_TO_DEGF.

Subject: Re: Question...

Posted by [robbyke](#) on Fri, 20 Apr 2012 18:07:15 GMT

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jonwil wrote on Fri, 20 April 2012 16:14 Get_Facing/Set_Facing are definatly manipulating the Z axis. Get_Facing is calling Matrix3D::Get_Z_Rotation.

The reason Rotation.Z and Get_Facing/Set_Facing are different is that Get_Facing converts the returned result from Radians to Degrees before it returns it and Set_Facing converts the passed in value to Radians before using it.

The Matrix3D functions do not do this.

If you need to do the conversion, use DEG_TO_RADF and RAD_TO_DEGF.

huh :s

what the code does for me right now is
create a zone thats not even slight in th right facing its just a random direction and its not really usefull

and if i understand correctly i can solve that by

doing DEG_TO_RADF(Commands->Get_Facing(obj))to set the Z rotation?

yep that did it thnx guys

can i attach a zone to a object?

Subject: Re: Question...

Posted by [robbyke](#) on Sat, 28 Apr 2012 23:19:10 GMT

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Whitedragon wrote on Thu, 19 April 2012 05:01

The code below will create a zone at the base center. For some maps, like Canyon and Glacier, you'll need more than one zone to properly cover the base.

```
Vector3 Get_Base_Center(int Team) {  
    Vector3 ReturnPos(0.0f,0.0f,0.0f);
```

```

BaseControllerClass *Base = BaseControllerClass::Find_Base(Team);
if (Base) {
    int Num = 0;
    for (Num = 0; Num < Base->BuildingList.Count(); Num++) {
        ReturnPos += Commands->Get_Position(Base->BuildingList[Num]);
    }
    if (Num) {
        ReturnPos /= (float)Num;
    }
}
return ReturnPos;
}

```

```

void LevelLoaded() {
    Vector3 Size = Vector3(50.0f,50.0f,50.0f); //Should load the size per map from a config file.
    Matrix3 Rotation(true);
    Rotation.Rotate_Z(1.0f); //Should load a rotation per map from a config file.
    OBBClass Box(Get_Base_Center(0),Size,Rotation); //Create the bounding box with the
    position of the Nod base, and the size and rotation defined earlier.
    GameObject* Zone = Create_Zone("Script_Zone_All",Box);
    //Attach whatever script you want to the zone now.
}

```

i wanted to use this but i cant, buildinglist is inaccessible, so i cant do it this