Subject: Commands->Set_Position()
Posted by robbyke on Thu, 19 Apr 2012 22:55:15 GMT
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it doesnt work for all objects?

it does work for players but ive used it on a "gunboat" with his model changed but it wont move at
all

Subject: Re: Commands->Set_Position()
Posted by Jerad2142 on Fri, 20 Apr 2012 12:42:30 GMT
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My guess is your code was aiming at the wrong object, as there isn't any game object I've seen
that Set_Position doesn't work on. I know a lot of build servers used gunboats which changed
models as their building blocks, so I am very sure that gunboats do work.

Subject: Re: Commands->Set_Position()
Posted by jonwil on Fri, 20 Apr 2012 14:18:16 GMT
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Whether Set_Position works depends on what object type the object is.

If it is any of the following object types AND it has a valid physics object (i.e. Peek_Physical_Obj()
returns a valid value), Set_Position will work on it:
Beacon
C4
Cinematic
Mendoza Boss
PowerUp
Raveshaw Boss
Sakura Boss
SAMSite
Simple
Soldier
Special Effects
Vehicle

It will not work on any other object types including spawners or tiles.

Subject: Re: Commands->Set_Position()
Posted by robbyke on Sat, 21 Apr 2012 14:52:24 GMT

Whats Peek_Physical_Obj() is it the same as Peek_Physical_Object()?

and how do i test for a valid value?

Subject: Re: Commands->Set_Position()
Posted by jonwil on Sat, 21 Apr 2012 15:26:16 GMT

Yes, I meant to type Peek_Physical_Object() and if it returns zero there is no valid phys object otherwise there is.