
Subject: finding *any* building

Posted by [robbyke](#) on Sat, 19 May 2012 12:30:39 GMT

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I Try to create some base zone by creating a zone around each building of a base.

This works for all normal maps however i want to add new maps to the rotation and ive noticed that on new maps these zones get bugged for some reason.

Zones do get deployed but they arent there where theyre supposed to be (around the structures) it seems like the building controllers are misplaced but ive checked it on some maps and they were in the place where i would estimate them to be

```
SLNode<BuildingGameObj> *x = GameObjManager::BuildingGameObjList.Head();
while (x)
{
    GameObject *o = (GameObject *)x->Data();
    if (o && As_ScriptableGameObj(o))
    {
        const char *Preset = Commands->Get_Preset_Name(o);
        const char *Team = "2";// make base zone neutral just in case
        if (strstr(Preset,"_GDI"))
        {
            Team = "1";
        }
        if (strstr(Preset,"_Nod"))
        {
            Team = "0";
        }

        if(_stricmp("2",Team) != 0)
        {
            Vector3 Size = Vector3(40.0f,40.0f,80.0f); //Size of the script zone.
            Matrix3 Rotation(true);
            Rotation.Rotate_Z(DEG_TO_RADF(Commands->Get_Facing(o))); //Set the rotation of the
script zone to the same as the building.
            Vector3 Pos = Commands->Get_Position(o);
            Pos.Z -= 20;
            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,"KB_Base_Zone",Team);
        }
    }
    x = x->Next();
}
```

}

i know this doesnt always cover the full base but thats not the main goal

Subject: Re: finding *any* building
Posted by [jonwil](#) on Mon, 21 May 2012 01:48:54 GMT
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Here is some code that should work:

```
#include "BuildingGameObj.h"
SLNode<BuildingGameObj> *x = GameObjManager::BuildingGameObjList.Head();
while (x)
{
    BuildingGameObj *o = (GameObject *)x->Data();
    if (o && (Get_Object_Type(o) == 0 || Get_Object_Type(o) == 1))
    {
        StringClass str;
        str.Format("%d",Get_Object_Type(o));
        Vector3 Size = Vector3(40.0f,40.0f,80.0f); //Size of the script zone.
        Matrix3 Rotation(true);
        Rotation.Rotate_Z(DEG_TO_RADF(Commands->Get_Facing(o))); //Set the rotation of the script
zone to the same as the building.
        Vector3 Pos = Commands->Get_Position(o);
        Pos.Z -= 20;
        OBBClass 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,"KB_Base_Zone",Team);
    }
    x = x->Next();
}
```

The key here is Get_Object_Type to identify the type of the object.

Subject: Re: finding *any* building
Posted by [robbyke](#) on Mon, 21 May 2012 20:46:07 GMT
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gives the same problem

oh well i made map specific zones now gives less problems
