
Subject: test to see if something stands in an object
Posted by [robbyke](#) on Thu, 14 Jun 2012 19:27:12 GMT
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When i allow my players to build defences i made some of those non-solid(like the turret)

however now it is possible to place a beacon inside one of these defences

is it possible to use a raytest to see if the beacon is visible?

or some other way??

ive tried to test with distances but this doesnt work for all my models

Subject: Re: test to see if something stands in an object
Posted by [Whitedragon](#) on Thu, 14 Jun 2012 21:03:56 GMT
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Proper collision checking won't work since neither object is moveable and the turret has collisions disabled.

I see two solutions:

1. Create a zone around the turret with Iran_Beaconing_Prevention_Zone on it.
2. Use distance checking.

Both will need per-model settings.

Subject: Re: test to see if something stands in an object
Posted by [robbyke](#) on Thu, 14 Jun 2012 23:49:10 GMT
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yea i found what went wrong now i use the gameobject list it works fine with distance check(i used vehgameobject list before)

had to expand distance for the turret specific though

thnx for the help anyway
