
Subject: JFW_Grant_Key_Zone_Entry
Posted by [Xpert](#) on Fri, 23 May 2014 05:39:47 GMT
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I was applying this script to a map and I ran into a problem.

It grants the key to a GDI player (player type 1) but it doesn't grant the key to a Nod player (player type 0). Is this broken?

JonWil?

Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by [jonwil](#) on Fri, 23 May 2014 10:07:56 GMT
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What parameters are you passing to the script?

Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by [Xpert](#) on Fri, 23 May 2014 11:11:46 GMT
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I set player_type to 0 and the key to 2.

The option for GDI works but for some reason the one for Nod isn't working.

Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by [danpaul88](#) on Fri, 23 May 2014 11:21:41 GMT
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There's nothing clever in that script to do with teams, it uses the same function call as loads of other JFW_ scripts to check player X is on team Y.

Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by [Xpert](#) on Fri, 23 May 2014 11:30:11 GMT
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The parameter options are Player_Type and Key.

I'm applying the script zone on Haunted2 map inside the bathroom and the laundry room. The one

in the laundry room works perfectly fine where GDI spawns right on the script zone. The one in the bathroom where Nod spawns doesn't seem to work. I've applied the same script zone to Nod except with the Player_Type of 0. Either I'm missing something random or this script doesn't like a Player_Type of 0.

Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by [Jerad2142](#) on Fri, 23 May 2014 13:28:38 GMT
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Script is pretty straight forward:

```
void JFW_Grant_Key_Zone_Entry::Entered(GameObject *obj,GameObject *enterer)
{
    if (CheckPlayerType(enterer,Get_Int_Parameter("Player_Type")))// If the object player type
    matches the int value player type 0 is returned, 2 always returns 0, and 3 only returns 1 if it is a
    non-player that entered the zone.
        return;
    Commands->Grant_Key(enterer,Get_Int_Parameter("Key"),true);
}
```

I suggest you spawn Nod above the script zone so they fall into it (I've had issues in the past with it not picking players up if they spawn inside the script zone instead of entering it). If nothing else just grant them a keycard powerup on spawn instead.
