
Subject: Is_Beacon in SSGM Plugin

Posted by [raven](#) on Sun, 01 Feb 2009 12:36:52 GMT

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Hey

I've been trying to attach a script to beacons inside a plugin. It simply just doesn't work..

```
void ObjectHookCall(void *data,GameObject *obj) {
if (Is_Soldier(obj)) {
    Console_Input("msg LOL HI IM A SOLDIER");
}
else if (Is_Vehicle(obj)) {
    Console_Input("msg LOL HI IM A VEHICLE");
}
else if (Is_Cinematic(obj)) {
    Console_Input("msg LOL HI IM A CINEMATIC");
}
else if (Is_Powerup(obj)) {
    Console_Input("msg LOL HI IM A POWERUP");
}
else if (Is_C4(obj)) {
    Console_Input("msg LOL HI IM A C4");
}
else if (Is_Beacon(obj)) {
    Console_Input("msg LOL HI IM A BEACON");
}
}
```

All of that works except for beacons. Anyone know why or have a workaround/solution?

Thanks.
