
Subject: Script help.

Posted by [Mark72091](#) on Sat, 14 Mar 2009 15:58:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

What I am trying to do is create a script that damages all players within a certain distance.

What I am working on is a beacon that does no damage when detonated but damages all players within X distance 2 damage every 2 seconds for 6 runs.

I have done some debugging and this is the section that is causing the problem.

```
Vector3 pos = Commands->Get_Position(obj);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
    GameObject *o = (GameObject *)x->NodeData;
    if (o && Is_Soldier(o)) {
        if (Commands->Get_Distance(Commands->Get_Position(o),pos) < 100) {
            Commands->Apply_Damage(o,2.0f,"Laser_NoBuilding",false);
        }
    }
    x = x->NodeNext;
}
```

Attached is all of the code for the beacon.

File Attachments

1) [beacon.txt](#), downloaded 243 times
