Subject: Re: I've been working on a commander system plug-in...
Posted by reborn on Sat, 25 Apr 2009 16:18:56 GMT
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reborn wrote on Sat, 25 April 2009 08:57
It shows which building they are closest to. Generally this will mean they are on or around that building. However, all it's really doing is seeing which friendly controller they are closest too. So on under for example, if you placed them in the tiberium field, the message would say they are clostest to the AGT.

I have not managed to sus out how I would tell if they are actually touching the building itself or not.

Although I could make it say which building it is closest to, but not count it if it is too far away, like say 20 feet or something, so you can be sure that the mines are pretty close to that structure. Infact I will do that... Thanks

a000clown wrote on Sat, 25 April 2009 10:14reborn wrote on Fri, 24 April 2009 02:59a000clown wrote on Thu, 23 April 2009 21:28That looks cool, I wouldn't mind adding it to a live server that usually has around 20 players in it.

Sweet, when it's ready to test out i'll pass it your way, unless you would rather wait for the general release.
There's no fun in testing if it doesn't cause a few unexpected results

I should note that my server is heavily modified with a lot of weird things, so it might be better (in terms of identifying possible bugs in your plugin) to find participants with standard servers.

OK, yeah that might be better.