Whitedragon wrote on Thu, 12 April 2012 00:15Try something like this.

```
void MDB_Create_Zone::Created(GameObject *obj) {
 Vector3 Size = Vector3(4.0f,8.0f,2.0f); //Size of the script zone.
 Matrix3 Rotation(true);
 Rotation.Rotate_Z(Commands->Get_Facing(obj)); //Set the rotation of the script zone to the
same as the beacon.
 OBBoxClass Box(Commands->Get_Position(obj),Size,Rotation); //Create the bounding box with
the position of the beacon, and the size and rotation defined earlier.
 GameObject* Zone = Create_Zone("Script_Zone_All",Box);
 //Attach whatever script you want to the zone now.
}
```

if you create the zone is the object in the middle or in a corner?

if it is in the middle are X and Y then total length

with the example the object would be at 2 on Y and 4 on Y

or would the zone then be a total of 8 X and 16 Y?