
Subject: Re: Question...

Posted by [robbyke](#) on Wed, 18 Apr 2012 15:18:41 GMT

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what am i doing wrong? cause my script wont work

```
Vector3 Size = Vector3(35.0f,35.0f,500.0f); //Size of the script zone.
Matrix3 Rotation(true);
Rotation.Rotate_Z(Commands->Get_Facing(o)); //Set the rotation of the script zone to the
same as the beacon.
Vector3 Pos = Commands->Get_Position(o);
Pos.Z -= 100; //lowering position of box to make sure to cover whole base
OBBBoxClass Box(Pos,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_Script_Once(Zone,"",Team);
```

```
void KB_Base_Zone::Entered(GameObject *obj, GameObject *enterer)
{
int Team = Get_Int_Parameter("Team");
if (Is_Soldier(enterer))
{
StringClass Msg;
if(Team == Commands->Get_Player_Type(enterer))
{
Commands->Set_Is_Visible(obj,false);
Attach_Script_Once(enterer,"KB_Friendly_Zone_Generated","");
Msg.Format("CMSGP %d 0,255,0 You've moved in range of your base, enemy defences will
ignore you from here!",Get_Player_ID(obj));
Console_Input(Msg);
}
else
{
Attach_Script_Once(enterer,"KB_Enemy_Zone_Generated","");
Msg.Format("CMSGP %d 255,0,0 You've moved in range of enemy base you can't build active
defenses here!",Get_Player_ID(obj));
Console_Input(Msg);
}
}
}
if (Is_Vehicle(enterer) && Team == Commands->Get_Player_Type(enterer))
{
Set_Vehicle_Is_Visible(obj,false);
}
}
```

```

}

void KB_Base_Zone::Exited(GameObject *obj, GameObject *exiter)
{
StringClass Msg;
if (Is_Soldier(exiter) && Is_Script_Attached(exiter,"KB_Friendly_Zone_Generated"))
{
if(Is_Script_Attached(exiter,"KB_GAP_Generated")||Is_Script_Attached(exiter,"KB_Char_Spy"))
{
Msg.Format("CMSGP %d 255,0,0 You've moved out of your base",Get_Player_ID(exiter));
Remove_Script(exiter,"KB_Friendly_Zone_Generated");
Console_Input(Msg);
}
else
{
Commands->Set_Is_Visible(exiter,true);
Msg.Format("CMSGP %d 255,0,0 You've moved out of your base, enemy defences will
automatically attack you from here!",Get_Player_ID(exiter));
Console_Input(Msg);
Remove_Script(exiter,"KB_Friendly_Zone_Generated");
}
}
if (Is_Vehicle(exiter))
{
if(Is_Script_Attached(exiter,"KB_GAP_Generated")||Is_Script_Attached(exiter,"KB_GAP_Genera
tor")){}
else{Set_Vehicle_Is_Visible(exiter,true);}
}

if (Is_Soldier(obj) && Is_Script_Attached(exiter,"KB_Enemy_Zone_Generated") )
{
Msg.Format("CMSGP %d 255,0,0 You've moved out of the enemy base",Get_Player_ID(exiter));
Console_Input(Msg);
Remove_Script(exiter,"KB_Enemy_Zone_Generated");
}
}
ScriptRegistrant<KB_Base_Zone> KB_Base_Zone_Reg("KB_Base_Zone","Team:int");

```

its supposed to make ppl invisible in their own base

and unable to build stuff in the enemies

but it does nothing at all not even the message does this mean i made a mistake with the zone somewhere?