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Subject: Re: test to see if something stands in an object  
Posted by [Whitedragon](#) on Thu, 14 Jun 2012 21:03:56 GMT  
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Proper collision checking won't work since neither object is moveable and the turret has collisions disabled.

I see two solutions:

1. Create a zone around the turret with `Iran_Beaconing_Prevention_Zone` on it.
2. Use distance checking.

Both will need per-model settings.

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