
Subject: Is_Beacon in SSGM Plugin

Posted by [raven](#) on Sun, 01 Feb 2009 12:36:52 GMT

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Hey

I've been trying to attach a script to beacons inside a plugin. It simply just doesn't work..

```
void ObjectHookCall(void *data,GameObject *obj) {
if (Is_Soldier(obj)) {
    Console_Input("msg LOL HI IM A SOLDIER");
}
else if (Is_Vehicle(obj)) {
    Console_Input("msg LOL HI IM A VEHICLE");
}
else if (Is_Cinematic(obj)) {
    Console_Input("msg LOL HI IM A CINEMATIC");
}
else if (Is_Powerup(obj)) {
    Console_Input("msg LOL HI IM A POWERUP");
}
else if (Is_C4(obj)) {
    Console_Input("msg LOL HI IM A C4");
}
else if (Is_Beacon(obj)) {
    Console_Input("msg LOL HI IM A BEACON");
}
}
```

All of that works except for beacons. Anyone know why or have a workaround/solution?

Thanks.

Subject: Re: Is_Beacon in SSGM Plugin

Posted by [jnz](#) on Sun, 01 Feb 2009 13:32:44 GMT

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SSGM does some strange things to beacons for some very weird reason.

```
void ObjectCreate(void *stub, GameObject *o)
{
DLOG;
YaRRCCrate::ObjectCreated(o);
if(stricmp(Commands->Get_Preset_Name(o), "Invisible_Object") == 0)
{
    Vector3 pos = Commands->Get_Position(o);
}
```

```
for(GenericSLNode *x = BaseGameObjList->HeadNode; x != 0; x = x->NodeNext)
{
    GameObject *obj = (GameObject *)x->NodeData;
    if(obj && As_BeaconGameObj(obj) != 0)
    {
        Vector3 objp = Commands->Get_Position(obj);
        if((pos.X == objp.X) && (pos.Y == objp.Y))
        {
            o = obj;
            break;
        }
    }
}

if(Commands->Is_A_Star(o) && Is_Soldier(o))
{
    Attach_Script_Once(o, "YaRRPlayer", "");
    Attach_Script_Once(o, "YaRRVeteran", "");
}
else if(Is_Vehicle(o))
{
    Attach_Script_Once(o, "YaRRVehicle", "");
}
else if(Is_Beacon(o))
{
    Attach_Script_Once(o, "YaRRBeacon", "");
}
else if(Is_C4(o))
{
    Attach_Script_Once(o, "YaRRC4", "");
}
}
```

Subject: Re: Is_Beacon in SSGM Plugin
Posted by [raven](#) on Sun, 01 Feb 2009 14:33:56 GMT
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Perfect, thanks =]
