
Subject: wf/air waypoint end
Posted by [robbyke](#) on Sun, 01 Apr 2012 11:59:08 GMT
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is it possible to get the coordinates for one of the three waypoint ends trough scripts?

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Sun, 01 Apr 2012 14:11:29 GMT
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No its not possible.

Subject: Re: wf/air waypoint end
Posted by [Jerad2142](#) on Mon, 02 Apr 2012 02:26:31 GMT
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Lol, wish I would have asked that yesterday when I was trying to find them as objects.

Subject: Re: wf/air waypoint end
Posted by [robbyke](#) on Mon, 02 Apr 2012 03:10:01 GMT
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Jerad Gray wrote on Mon, 02 April 2012 04:26Lol, wish I would have asked that yesterday when I was trying to find them as objects.

i thought about trying it to

but i opened a multiplayer map in level edit and noticed it wasnt really a object

Subject: Re: wf/air waypoint end
Posted by [Jerad2142](#) on Mon, 02 Apr 2012 16:00:56 GMT
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robbyke wrote on Sun, 01 April 2012 21:10Jerad Gray wrote on Mon, 02 April 2012 04:26Lol, wish I would have asked that yesterday when I was trying to find them as objects.

i thought about trying it to

but i opened a multiplayer map in level edit and noticed it wasnt really a object

I figured just because it wasn't listed as an object didn't mean it wasn't stored as an object at some level.

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Mon, 02 Apr 2012 18:19:16 GMT
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The only items that exist as "objects" (i.e. have a GameObject instance behind them) are:

Air Factory
Airstrip
Beacon
<Generic Building>
C4
Cinematic
Com Center
Construction Yard
Damage Zone
Mendoza Boss
Naval Factory
Power Plant
PowerUp
Raveshaw Boss
Refinery
Repair Bay
Sakura Boss
SAMSite
Script Zone
Simple
Soldier Factory
Soldier
Special Effects
Transition
Vehicle Factory
Vehicle
WarFactory

Subject: Re: wf/air waypoint end
Posted by [Ethenal](#) on Mon, 02 Apr 2012 21:47:20 GMT
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So you can't get the location of any waypoints at all? Then how does the game find them?

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Tue, 03 Apr 2012 00:42:35 GMT
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It stores the location in some other data structure.

Subject: Re: wf/air waypoint end
Posted by [Jerad2142](#) on Tue, 03 Apr 2012 02:41:14 GMT
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Its inside MagicalWestwoodStudioDataStructOfArraysOfAwesome class.

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Tue, 03 Apr 2012 17:37:26 GMT
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Actually, they are stored in a `DynamicVectorClass<WaypathClass *>` inside `PathfindClass`

Subject: Re: wf/air waypoint end
Posted by [Ethenal](#) on Tue, 03 Apr 2012 21:31:25 GMT
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jonwil wrote on Tue, 03 April 2012 12:37: Actually, they are stored in a `DynamicVectorClass<WaypathClass *>` inside `PathfindClass`

Damn, couldn't find either of those so obviously it's not exposed in scripts source

Subject: Re: wf/air waypoint end
Posted by [iRANian](#) on Tue, 03 Apr 2012 23:53:21 GMT
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Shouldn't be so hard the find the location of it in FDS.

Subject: Re: wf/air waypoint end
Posted by [Ethenal](#) on Wed, 04 Apr 2012 00:32:04 GMT
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Yes, if I knew a thing of ASM

Subject: Re: wf/air waypoint end
Posted by [iRANian](#) on Wed, 04 Apr 2012 07:54:05 GMT
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just believe in yourself, touch the screen and close your eyes

Subject: Re: wf/air waypoint end
Posted by [robbyke](#) on Sat, 07 Apr 2012 13:58:28 GMT
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can i find the vehicle delivery zone?(dont know correct name)

if i can is it always face the same direction, the direction vehicles are delivered.

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Sat, 07 Apr 2012 15:43:59 GMT
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VehicleFactoryGameObj.Get_Creation_TM is what you want, that is the position/orientation of the car object placed in LE.

Subject: Re: wf/air waypoint end
Posted by [robbyke](#) on Sat, 07 Apr 2012 18:14:20 GMT
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jonwil wrote on Sat, 07 April 2012 17:43 VehicleFactoryGameObj.Get_Creation_TM is what you want, that is the position/orientation of the car object placed in LE.

i got the position but cant seem to get the facing out of it

EDIT:

could it be that Z rotation is the the same as Commands->Get_Facing()

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Sun, 08 Apr 2012 01:12:31 GMT

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yes, z rotation is the same as facing.

Subject: Re: wf/air waypoint end
Posted by [robbyke](#) on Mon, 09 Apr 2012 13:49:27 GMT
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how does the game now wich facing a veh should have when its created.

because what i do now sometimes places the veh behind the wf and sometimes in front depending on the map wich is kinda anoying.

Subject: Re: wf/air waypoint end
Posted by [jonwil](#) on Mon, 09 Apr 2012 16:56:22 GMT
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The best you will get is to call VehicleFactoryGameObj::Get_Creation_TM then call Get_Z_Rotation on that and pass the results to Set_Facing.

Subject: Re: wf/air waypoint end
Posted by [robbyke](#) on Mon, 09 Apr 2012 17:37:46 GMT
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i was doing that but

i might have an idea:

on harv create set facing of the VehicleFactoryGameObj::Get_Creation_TM to the facing of the harv

gonna try it out later
