
Subject: Get MCT Position?

Posted by [zunnie](#) on Sun, 02 Dec 2012 22:01:38 GMT

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Is there a way to get the MCT position?

Does anyone know ?

Subject: Re: Get MCT Position?

Posted by [triattack](#) on Sun, 02 Dec 2012 22:37:51 GMT

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i think once i tried it i just used Find_Object_By_Preset("preset_name",team)
for example for the allied construction yard in apb use
Find_Object_By_Preset("macon_ag1",0)

Subject: Re: Get MCT Position?

Posted by [danpaul88](#) on Sun, 02 Dec 2012 22:46:55 GMT

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Thats your best option really. MCTs are basically just a tile that takes more damage than normal tiles due to armor.ini settings.

Subject: Re: Get MCT Position?

Posted by [zunnie](#) on Sun, 02 Dec 2012 23:27:24 GMT

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triattack wrote on Sun, 02 December 2012 17:37: i think once i tried it i just used
Find_Object_By_Preset("preset_name",team)
for example for the allied construction yard in apb use
Find_Object_By_Preset("macon_ag1",0)

I tried this, are you sure that method works? :/

It doesn't seem to do find the thing because it is not a Object but a Tile i think

It is 'Find_Object_By_Preset(team,"preset_name")' btw

And i know the bar mct preset is called mgbar_mct but it doesn't find it

Or should i be looking for a different presetname? Where to find it?

Subject: Re: Get MCT Position?

Posted by [Gen_Blacky](#) on Fri, 07 Dec 2012 00:48:00 GMT

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It would be pest if you could get the position of the mesh.
