Subject: Re: teleport on poke
Posted by reborn on Tue, 13 Jun 2006 09:56:04 GMT
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I have not tested this, it compiles but i have not used it before.. I made this very quickly by changing another reb script, so there may well be additional un-needed crap in there that i did not have time/could be bothered to remove. If nothing else, it should give you a good starting point.

```
//script
void reb_Poke_teleport_team::Poked(GameObject *obj,GameObject *poker)
{
      Vector3 spawn_position;
 spawn_position = Get_Vector3_Parameter("Location");
 int team;
 team = Get_Int_Parameter("Player_Type");
 if (CheckPlayerType(poker,team))
 {
  return;
 }
 int x = Get_Int_Parameter("Object_ID");
 if (x)
 {
  GameObject *gotoObject = Commands->Find_Object(x);
  Vector3 gotoLocation = Commands->Get_Position(gotoObject);
  Commands->Set_Position(poker,gotoLocation);
 }
 else
  Commands->Set_Position(poker,spawn_position);

//registrant
ScriptRegistrant<reb_Poke_teleport_team>
reb_Poke_teleport_team_Registrant("reb_Poke_teleport_team","Location:vector3,Object_ID=0:int
,Player_Type:int");




//for the .h file
class reb_Poke_teleport_team : public ScriptImpClass {
 void poked(GameObject *obj,GameObject *poker);
};
```