
Subject: PT Hack Needs Fixing Server Side Preferred
Posted by [vloktboky](#) on Sat, 14 Aug 2004 16:51:58 GMT

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```
class M00_PCT_Pokable_DAK : public ScriptImpClass {
    void Damaged(GameObject *obj, GameObject *damager, float damage);
    void Killed(GameObject *obj, GameObject *shooter);
    void Poked(GameObject *obj,GameObject * poker);
};

void M00_PCT_Pokable_DAK::Damaged(GameObject *obj, GameObject *damager, float
damage) {
    Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));
}

void M00_PCT_Pokable_DAK::Killed(GameObject *obj, GameObject *shooter) {
    //Just in case..
    Commands->Create_Object(Commands->Get_Preset_Name(obj),Commands->Get_Position(obj)
);
}

void M00_PCT_Pokable_DAK::Poked(GameObject *obj, GameObject *poker) {
    if (strstr(Commands->Get_Preset_Name(obj),"gdi"))
    Commands->Display_GDI_Player_Terminal();
    else if (strstr(Commands->Get_Preset_Name(obj),"nod"))
    Commands->Display_NOD_Player_Terminal();
}

ScriptRegistrant<M00_PCT_Pokable_DAK>
M00_PCT_Pokable_DAK_Registrant("M00_PCT_Pokable_DAK","");
```

Jon, if you still needed me to make those scripts for 1.9, let me know.
