
Subject: Scripts.dll????

Posted by [xptek](#) on Sat, 21 Aug 2004 16:42:34 GMT

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```
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();
}
```
