
Subject: Re: teleport on poke

Posted by [reborn](#) on Wed, 14 Jun 2006 22:41:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

buffymaniack wrote on Wed, 14 June 2006 15:40: cheers mate, that code created an admin message sent to all players, but i was able to change it to PM them instead. Your a real help.

Lol i dont wana get cocky so i won't expect reborn to help out, but if anyone knows how to do a death on poke thing, then help me out if u can. If you have any form of death script i can change it into a poke one, i'm just not sure how you would kill a person from the scripts.

Cheers buffymaniack

To kill someone you generally over-kill them by applying shrapnel damage to them, that is how the death crate works.

```
Commands->Apply_Damage(sender,99999,"Shrapnel",false);
```

Here is a poke and death script (although technically it is a poke and apply a shitload of damage script) that will let you define who it kills by team.

```
//script
```

```
void reb_death_poke::Poked(GameObject *obj,GameObject *poker)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(poker,x))
    {
        return;
    }
    if (!Commands->Is_A_Star(poker))
    {
        return;
    }
    Commands->Apply_Damage(poker,99999,"Shrapnel",false);
}
```

```
//registrant
```

```
ScriptRegistrant<reb_death_poke>
reb_death_poke_Registrant("reb_death_poke","Player_Type:int");
```

for the .h file

```
class reb_death_poke : public ScriptImpClass {  
    void Poked(GameObject *obj,GameObject *poker);  
};
```

If I was you I would start making your own .cpp and .h and put your scripts in there, so when new source codes are released you can port yours easily to the latest version.

Can I ask BTW what you are up to?
