
Subject: Re: script question

Posted by [Genesis2001](#) on Mon, 10 Dec 2007 14:56:15 GMT

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The closest one I can think of is the Damaged() function..

(.h file)

```
class some_Class : public ScriptImpClass {
    void Created(GameObject *obj);
    void Damaged(GameObject *shooter, float damage, GameObject *obj); // I forget the other
    param :P
};
```

(.cpp file)

```
void some_Class::Damaged(GameObject *shooter, float damage, GameObject *obj)
{
    // code here.
}
```

I don't know if you can find out what weapon the person is hold when they fired those shots, but I believe you'd use the Damaged function above ^^

~MathK1LL
