
Subject: Re: Low Health

Posted by [renalpha](#) on Thu, 03 Apr 2008 17:50:57 GMT

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Zack wrote on Wed, 06 February 2008 15:52

One mistake and spammed to death with complaints

I was writing it notepad because I don't have my development environment at school :/

hopefully fixed :v If not, someone else can make it while I take the blame for bad scripting. :/

Header File:

```
class zbl_Health_Level : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
int ID;
bool SentHealth;
bool SentArmour;
};
```

Source File:

```
void zbl_Health_Level::Created(GameObject *obj) {
ID = Get_Player_ID(obj);
SentHealth = false;
SentArmour = false;
Commands->Start_Timer(obj, this, 1.0f, 123);
}
void zbl_Health_Level::Timer_Expired(GameObject *obj, int number) {
if (number == 123) {
if (!SentHealth && !SentArmour) {
if (Commands->Get_Health(obj) <= 25 && !SentHealth) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // Change this
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Health Level Critical", ID);
Console_Input(Msg1);
SentHealth = true; // To avoid spamming the player! :/
}
else if (Commands->Get_Shield_Strength(obj) <= 50 && !SentArmour) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // again, change this...
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Armour strength critical", ID);
Console_Input(Msg1);
SentArmour = true; // avoid spamming the player >_>
}
}
Sent = true;
Commands->Start_Timer(obj, this, 1.0f, 123);
}
```

```
else { // already sent...Check to see if their health is above 25 and set it back to false
if (Commands->Get_Health(obj) > 25) {
    SentHealth = false;
}
else if (Commands->Get_Shield_Strength(obj) > 50) {
    SentArmour = false;
}
}
}
}
```

when compiling that i get

.\scripts.cpp(310) : error C2065: 'Sent' : undeclared identifier
