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Subject: [Scripts] Building Under Attack & Destroyed  
Posted by [mrAŁAŞÄ-z](#) on Tue, 20 Jan 2009 21:48:05 GMT  
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This is a Level Editor Code, by attaching this code to a Object and filling in the Parameters you will have a "\*\*\*\* under Attack" and "\*\*\*\* Destroyed" Function for the Object, Sound Parameters also Included, an Updated version comes later:

Here a Compiled Scripts.dll with:

MR\_Attack\_Announce (Under Attack Message)

Parameters:

Health (Example 25, when the object has reached 0-25HP then it will Display the "Under Attack Message")

Red, Green, Blue: (These are the Message Colors)

Under\_Attack\_Sound: (Fill in the .wav sound of "Turret Under Attack").

Under\_Attack\_Sound: (Fill in the Message to Display ("Nod Turret Under Attack")).

MR\_Death\_Announce (Death Message)

Parameters:

Destroyed\_Sound: (Fill in the Sound of "Nod Turret Destroyed").

Red, Green, Blue: (These are the Message Colors)

Destroyed\_Message: (Fill in the Message to Display ("Nod Turret Destroyed")).

Download the Compiled Scripts.dll here: [Download](#).

Source:

```
.CPP
void MR_Attack_Announce::Damaged(GameObject *obj,GameObject *damager,float damage)
{
    if (Commands->Get_Health(obj) <= Get_Float_Parameter("Health"))
    {
        Commands->Create_2D_Sound(Get_Parameter("Under_Attack_Sound"));
        Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue"),Get_Parameter("Under_Attack_Message"));
        Destroy_Script();
    }
}
```

```

}
ScriptRegistrant<MR_Attack_Announce>
MR_Attack_Announce_Registrant("MR_Attack_Announce","Red:int,Green:int,Blue:int,Health:float
,Under_Attack_Sound:string,Under_Attack_Message:string");

void MR_Death_Announce::Killed(GameObject *obj,GameObject *shooter)
{
    Commands->Create_2D_Sound(Get_Parameter("Destroyed_Sound"));

    Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue
"),Get_Parameter("Destroyed_Message"));
}
ScriptRegistrant<MR_Death_Announce>
MR_Death_Announce_Registrant("MR_Death_Announce","Destroyed_Sound:string,Red:int,Gree
n:int,Blue:int,Destroyed_Message:string");

```

```

.H
class MR_Attack_Announce : public ScriptImpClass {
    void Damaged(GameObject *obj,GameObject *damager,float damage);
};

class MR_Death_Announce : public ScriptImpClass {
    void Killed(GameObject *obj,GameObject *shooter);
};

```