
Subject: Re: Scripting Help

Posted by [Gen_Blacky](#) on Sun, 24 Jan 2010 05:18:57 GMT

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Im making a plugin and im trying to attach no falling damage script to players but its not working. Am I attaching the script to the player obj correctly.

```
void ObjectHookCall(void *data,GameObject *obj) {
if(!PluginSettings->CreditSystem){return;}
if(Commands->Is_A_Star(obj)){
//Attach_Script_Once(obj,"Money","");
int PlayerID;
PlayerID = Get_Player_ID(obj);
printf("Player Money Added\n");
Set_Money(PlayerID,0);
Commands->Give_Money(obj,1000,false);
}
if(!PluginSettings->NoFallingDamage){return;}
if(Commands->Is_A_Star(obj)){
Attach_Script_Once(obj,"M00_No_Falling_Damage_DME","0");
printf("No Damge Script Attached\n");
}
if(!PluginSettings->Dropltem){return;}
if(Commands->Is_A_Star(obj)){
Attach_Script_Once(obj,"Player","");
printf("Player Script Aattached\n");
}
if(!PluginSettings->NoReload){return;}
Attach_Script_Once(obj,"NoReload","");
}
}
```