

---

Subject: C++ Help request

Posted by [Raptor RSF](#) on Sat, 20 Feb 2010 17:21:56 GMT

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

---

Can anybody help me with creating this function. I failed and wasted much hours on this

What the function needs to do:

Showing health number for 5 seconds and after that showing shield number for 5 seconds. The function needs to repeat itself over and over again.

healthinfo.h

```
/* HealthInfoltemClass
```

```
Copyright 2009 Mark Sararu
```

```
This code file is made by: Raptor*[RSF]
```

```
This file is part of the Renegade scripts.dll
```

```
The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.
```

```
In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module
```

```
that does not contain code covered by this licence.
```

```
Only the source code to the module(s) containing the licenced code has to be released.
```

```
*/
```

```
#ifndef SHADERS_HEALTHINFO_H_
```

```
#define SHADERS_HEALTHINFO_H_
```

```
class HealthInfoltemClass
```

```
{
```

```
protected:
```

```
bool Enabled;
```

```
bool Enabled2;
```

```
Render2DClass* Render2D;
```

```
Render2DTextClass* Render2DText;
```

```
int NextPrint;
```

```
Vector2 TextPosition;
```

```
char * TextFontFile;
```

```
unsigned int StopTime;
```

```

public:
    HealthInfoItemClass();
    ~HealthInfoItemClass();
    void Load(INIClass* ini);
    void Render();
};

extern HealthInfoItemClass HealthInfo;

#endif

```

healthinfo.cpp

```

/* HealthInfoItemClass
   Copyright 2009 Mark Sararu

```

This code file is made by: Raptor\*[RSF]

This file is part of the Renegade scripts.dll

The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module

that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

```
*/
```

```

#include "scripts.h"
#include "shadereng.h"
#include "healthinfo.h"

```

```

SimpleDynVecClass<unsigned int> *Colors9;
unsigned long HealthInfoColor = 0;

```

```

HealthInfoItemClass::HealthInfoItemClass():
    Enabled(false),
    Enabled2(false),
    Render2D(NULL),
    Render2DText(NULL),
    NextPrint(1),
    StopTime(0),
    TextPosition(0, 0),

```

```

    TextFontFile(NULL)
{
};

HealthInfoItemClass::~HealthInfoItemClass()
{
    SAFE_DELETE(Render2D);
    SAFE_DELETE(Render2DText);
    SAFE_DELETE(TextFontFile);
};

void HealthInfoItemClass::Load(INIClass *ini)
{
    if (!ini) return; // if you don't have an ini, something is horribly wrong!

    const char* section_name = "HealthInfo";

    Enabled = ini->Get_Bool(section_name, "HealthInfoEnabled", false);
    Enabled2 = ini->Get_Bool("General", "HealthInfoEnabled", false);
    if ((!Enabled) && (!Enabled2)) return;

    // Gathers the colors from hud.ini
    Colors9 = new SimpleDynVecClass<unsigned int>;

    unsigned int color = RGB(255,255,255)+0xFF000000;
    Colors9->Add(color);
    unsigned int colors9 = ini->Get_Int("General","ColorCount",0);
    for (unsigned int i = 0;i < colors9;i++)
    {
        char section[10];
        sprintf(section,"Color%d",i+1);
        unsigned int Red = ini->Get_Int(section,"Red",255);
        unsigned int Green = ini->Get_Int(section,"Green",255);
        unsigned int Blue = ini->Get_Int(section,"Blue",255);
        unsigned int Alpha = (ini->Get_Int(section,"Alpha",255) << 24);
        color = RGB(Blue,Green,Red)+Alpha;
        Colors9->Add(color);
    }
    unsigned int HealthInfoCol = ini->Get_Int(section_name,"HealthInfoColor",0);
    HealthInfoColor = (*Colors9)[HealthInfoCol];

    Render2D = CreateRender2DClass();

    Vector2 screen_center;
    screen_center.X = (ScreenResolution->Right - ScreenResolution->Left) / 2.0f;
    screen_center.Y = (ScreenResolution->Bottom - ScreenResolution->Top) / 2.0f;

```

```

char temp[512];
ini->Get_String(section_name, "Text.Font.File", "DEFAULT_FONT", temp, 512);
Render2DText = CreateRender2DTextClass(temp);
TextFontFile = newstr(temp);

float average_height = ini->Get_Float(section_name, "Text.Font.AverageCharacterHeight", 16);

bool text_centered = ini->Get_Bool(section_name, "Text.Position.Centered", true);
TextPosition.X = ini->Get_Float(section_name, "Text.Position.X", 0.0f);
TextPosition.Y = ini->Get_Float(section_name, "Text.Position.Y", 0.0f);
if (TextPosition.X < 0)
{
    TextPosition.X += ScreenResolution->Right;
}
if (TextPosition.Y < 0)
{
    TextPosition.Y += ScreenResolution->Bottom;
}

if (text_centered)
{
    TextPosition = TextPosition + screen_center;
    TextPosition.Y -= average_height / 2.0f;
}
};

```

```

void HealthInfoItemClass::Render()
{
    if (!(Enabled) && !(Enabled2)) return;

    GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
    float health = Commands->Get_Health(obj);
    float shield = Commands->Get_Shield_Strength(obj);
    unsigned int current_time = *SyncTime;
    StopTime = current_time + 10000;

    unsigned int color = 0;
    color = HealthInfoColor;

    // needs to render the health number for 5 sec while not showing shield number.
    if // something
    {
        Render2DText->Reset();
        RectClass *r = (RectClass *)((char *)Render2DText+0x5B8);
        r->Top = TextPosition.Y;
    }
}

```

```

r->Left = TextPosition.X;
r->Bottom = TextPosition.Y;
r->Right = TextPosition.X;
char temp[64];
unsigned int h = (unsigned int)(health + 0.5f);
char icon_health[8] = "+_";
sprintf(temp,"%s%03d" ,icon_health,h);
Render2DText->Draw_Text(temp, color);
Render2DText->Render();
}
// needs to render the Shield number for 5 sec while not showing health number.
else if // something
{
Render2DText->Reset();
RectClass *r = (RectClass *)((char *)Render2DText+0x5B8);
r->Top = TextPosition.Y;
r->Left = TextPosition.X;
r->Bottom = TextPosition.Y;
r->Right = TextPosition.X;
char temp[64];
unsigned int s = (unsigned int)(shield + 0.5f);
char icon_shield[8] = "*_";
sprintf(temp,"%s%03d" ,icon_shield,s);
Render2DText->Draw_Text(temp, color);
Render2DText->Render();
}
};

//-----
// globals
//-----
HealthInfoItemClass HealthInfo;

```

shaderhud.cpp

```
#include "healthinfo.h" // HealthInfo
```

```
HealthInfo.Load(hudini); // HealthInfo
```

```
HealthInfo.Render(); // HealthInfo
```

HUD.ini

[HealthInfo]  
HealthInfoEnabled=true  
Text.Font.File=font12x16.tga  
Text.Font.AverageCharacterHeight=0  
Text.Position.Centered=false  
Text.Position.X=185.0  
Text.Position.Y=-130.0  
HealthInfoColor=1

Anybody please help

---