
Subject: Re: Scripting Help

Posted by [Gen_Blacky](#) on Wed, 24 Feb 2010 07:22:07 GMT

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I'm trying to block players from refilling even when they buy a new character. They can buy new characters without the script affecting the player's health if they don't get damaged.

When the Player goes outside of the zone and gets damaged I want the script to somehow return a Boolean value or number to the refill zone. The refill zone will get the player's health when they enter the zone and when they exit the zone it will see that they were damaged. It will then set the player health back to what it was when they entered the zone.

Code

```
void B_Refill_Zone::Entered(GameObject *obj, GameObject *enter)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(enter, x))
    {
        return;
    }
    if (Commands->Is_A_Star(enter))
    {
        //Commands->Start_Timer(obj, this, 5, Commands->Get_ID(enter));
        return;
    }
    Console_Output("enter.\n");
    health = Commands->Get_Health(enter);
    shield = Commands->Get_Shield_Strength(enter);
    Console_Output("[Refill] Health %d Shiled %d.\n", health, shield );
}

void B_Refill_Zone::Exited(GameObject *obj, GameObject *exit)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    int player = Get_Player_ID(exit);
    if (CheckPlayerType(exit, x))
    {
        return;
    }
    if (!Commands->Is_A_Star(exit))
    {
        return;
    }
```

```

else if (Commands->Get_Health(exit) > health || Commands->Get_Shield_Strength(exit) > shield
)
{
if ( Damage > 0 )
{
Commands->Set_Health(exit,health);
Commands->Set_Shield_Strength(exit,shield);

char message[1000];
sprintf(message,"ppage %d Do Not Refill",Get_Player_ID(exit));
Console_Input(message);
Console_Output("[Refill] %s tried to refill.\n",Get_Player_Name_By_ID(player));
Console_Output("[Refill] is Damaged %d.\n",Get_Player_Name_By_ID(player), Damage);
}
else
{
Console_Output("[Refill] %s Not Damaged %d.\n",Get_Player_Name_By_ID(player),Damage);
}
}

else
{
Console_Output("[Refill] %s did not try to refill.\n",Get_Player_Name_By_ID(player));
}
}

```

Example of what i want the script to do.

File Attachments

1) [refill script example.jpg](#), downloaded 553 times

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✗

Player Can Pickup Health Powerups

✗

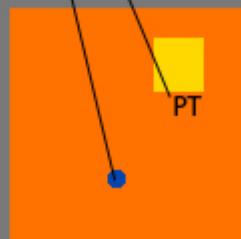
Player Gets Damaged outside of the pt zone

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If player doesn't get damaged the player can change characters without the script changing the players health and armor

Player goes back into the refill zone and tries refill or buy a new character. When they exit the zone their health will be set back to what it was when they entered the zone.



ZONE

● = Player

✗ = Health Pickups