

---

Subject: Re: Scripting Help

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

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

---

Im trying block players from refilling even when they buy a new character. They can buy new characters without the script effecting the players heath if they don't get damaged.

When the Player goes outside of the zone and get's damaged I want the script to somehow return a Boolean value or number to the refill zone. The refill zone will get the players health when they enter the zone and when they exit the zone it will see that they where 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 274 times

