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 314 times

