
Subject: Scripts.dll????

Posted by [thinlan](#) on Sat, 21 Aug 2004 02:42:44 GMT

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well, here i am again, how can i "detect" when a certain thing is blown up, such as a PT?

Subject: Scripts.dll????

Posted by [icedog90](#) on Sat, 21 Aug 2004 04:35:44 GMT

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PTs don't blow up.

Subject: Scripts.dll????

Posted by [thinlan](#) on Sat, 21 Aug 2004 05:30:14 GMT

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there is a cheat that makes it so it does.

Subject: Scripts.dll????

Posted by [WNxCABAL](#) on Sat, 21 Aug 2004 08:02:53 GMT

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SSAOW fixes this bug.

Subject: Scripts.dll????

Posted by [thinlan](#) on Sat, 21 Aug 2004 15:33:49 GMT

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i really dont care, im asking for help, i know ssaow fixes this bug but i just want to know....

Subject: Scripts.dll????

Posted by [xptek](#) on Sat, 21 Aug 2004 16:42:34 GMT

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```
void M00_PCT_Pokable_DAK::Damaged(GameObject *obj, GameObject *damager, float damage) {
    Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));
}
```

```
void M00_PCT_Pokable_DAK::Killed(GameObject *obj, GameObject *shooter) {  
    //Just in case..  
    Commands->Create_Object(Commands->Get_Preset_Name(obj),Commands->Get_Position(obj)  
);  
}
```

```
void M00_PCT_Pokable_DAK::Poked(GameObject *obj, GameObject *poker) {  
    if (strstr(Commands->Get_Preset_Name(obj),"gdi"))  
        Commands->Display_GDI_Player_Terminal();  
    else if (strstr(Commands->Get_Preset_Name(obj),"nod"))  
        Commands->Display_NOD_Player_Terminal();  
}
```
