Subject: script question
Posted by neofmat on Mon, 10 Dec 2007 02:37:08 GMT
View Forum Message <> Reply to Message

Is there an event I can catch when a vehicle is hit by a weapon ? I need to run a script on the vehicle that is being hit b a new weapon. Can someone please post a sample script or explain how this can be acomplished ?

Thanks.

Subject: Re: script question
Posted by Genesis2001 on Mon, 10 Dec 2007 14:56:15 GMT
View Forum Message <> Reply to Message

The closest one I can think of is the Damaged() function..

(.h file)
class some_Class : public ScriptImpClass {
   void Created(GameObject *obj);
   void Damaged(GameObject *shooter, float damage, GameObject *obj); // I forget the other param :P
};

(.cpp file)

void some_Class::Damaged(GameObject *shooter, float damage, GameObject *obj)
{
  // code here.
}

I don't know if you can find out what weapon the person is hold when they fired those shots, but I believe you'd use the Damaged function above ^^

~MathK1LL

Subject: Re: script question
Posted by neofmat on Tue, 11 Dec 2007 03:20:14 GMT
View Forum Message <> Reply to Message

How does engine know which weapon hit the vehicle or person? or does the client calculates damage and sends it to server ?

Subject: Re: script question
Posted by jonwil on Tue, 11 Dec 2007 03:27:10 GMT
View Forum Message <> Reply to Message

The closest you can get to knowing who/what did the damage/kill is the way I have done it in the script JFW_Kill_Message_Display in jfwdmg.cpp