
Subject: Low Health

Posted by [Lone0001](#) on Wed, 06 Feb 2008 17:28:22 GMT

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Has anyone ever made something that says "Warning: Health level critical" when a certain amount of health is left?

I know some servers have the crates that say that when you get the needle crate, but I have never heard of one that just does it when you reach a certain amount of health.

So has one been made if not could someone make one?

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 17:42:57 GMT

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I'll *try* and make it, but I know very VERY little C++... so give it a while

Subject: Re: Low Health

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 18:39:41 GMT

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cnc95fan wrote on Wed, 06 February 2008 10:42:I'll *try* and make it, but I know very VERY little C++... so give it a while

It's simple to do. I could do it, but I need to know the *.wav files to play... :/

~Zack

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 18:41:02 GMT

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[quote title=Zack wrote on Wed, 06 February 2008 12:39]cnc95fan wrote on Wed, 06 February 2008 10:42

It's simple to do.

~Zack

Not if you know only enough to do a basic cout << "blah blah" << someint here<< ;
I failed.. even WITH help from RoShamBo

Subject: Re: Low Health

Posted by [The Executor](#) on Wed, 06 Feb 2008 19:06:43 GMT

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No it is easy, because in SP when you have like 10 hp left EVA says "WARNING: Health Level Critical"

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 19:10:35 GMT

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MSwindows wrote on Wed, 06 February 2008 14:06No it is easy, because in SP when you have like 10 hp left EVA says "WARNING: Health Level Critical"

But that won't help us with MP.. Unless.. Let me have a quick look through LE..

Subject: Re: Low Health

Posted by [Ethenal](#) on Wed, 06 Feb 2008 19:13:12 GMT

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MSwindows wrote on Wed, 06 February 2008 13:06No it is easy, because in SP when you have like 10 hp left EVA says "WARNING: Health Level Critical"

You do know this involves C++ coding, right?

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 19:20:21 GMT

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Technechally, if you modify JFW_Play_Sound to if (health > 25) else break; .. amrite?

Subject: Re: Low Health

Posted by [Lone0001](#) on Wed, 06 Feb 2008 19:21:52 GMT

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Well tbh I think if someone did make this it would be nice if it came with some way to easily edit it to w/e health you want not just a set health that is not changeable.

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 19:25:35 GMT

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Well, I'm too [FAIL] to make it, but when (how does a community stay alive without helping eachother?) someone does make it for you, I'm sure you will be able to change the health at the push of two numbers on your keyboard.

Subject: Re: Low Health

Posted by [The Executor](#) on Wed, 06 Feb 2008 19:29:11 GMT

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cnc95fan wrote on Wed, 06 February 2008 13:25...push of two numbers on your keyboard.

Or 1 or 3, anyway I am sure you could attach some scripts to it in order to get it to work, I will check LE and see about that, tell you later today...or this evening I ment.

!scripts cnc95fan

Host(PM from BrenBot): Player cnc95fan is running scripts version 3.9

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 19:45:54 GMT

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MSwindows wrote on Wed, 06 February 2008 20:29cnc95fan wrote on Wed, 06 February 2008 13:25...push of two numbers on your keyboard.

Or 1 or 3, anyway I am sure you could attach some scripts to it in order to get it to work, I will check LE and see about that, tell you later today...or this evening I ment.

!scripts cnc95fan

Host(PM from BrenBot): Player cnc95fan is running scripts version 3.9

The hell are you on about? The latest scripts version is 3.4.4 and I havn't played Ren for about 2 months now..

Subject: Re: Low Health

Posted by [The Executor](#) on Wed, 06 Feb 2008 19:49:25 GMT

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lol my mistake X_X

Anyway I only have scripts 2.9 so yeah I should update....

Subject: Re: Low Health

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 20:11:31 GMT

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****Note:** I wrote this during school just now and it hasn't been tested.

*****(also) Note:** I'm not clear on a couple of the functions in the Commands->(function) class. Someone who has access to scripts.h can correct me if I'm wrong.

Header File:

```
class zbl_Health_Level : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
int ID;
};
```

Source File:

```
void zbl_Health_Level::Created(GameObject *obj) {
ID = Get_Player_ID(obj);
Commands->Start_Timer(obj, this, 1.0f, 123);
}
void zbl_Health_Level::Timer_Expired(GameObject *obj, int number) {
if (number == 123) {
if (Commands->Get_Health(obj) <= 25) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // Change this to whatever sound
j00 want.
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Health Level Critical", ID);
Console_Input(Msg1);
}
else if (Commands->Get_Sheild_Strength(obj) <= 50) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // again, change this...
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Shield strength critical", ID);
}
}
Commands->Start_Timer(obj, this, 1.0f, 123);
}
}
```

******(another) Note:** I'll include this in Serverside Co-Op also.

~Zack

Subject: Re: Low Health

Posted by [cnc95fan](#) on Wed, 06 Feb 2008 20:21:34 GMT

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What .cpp and .h files does that go into?

Subject: Re: Low Health
Posted by [Ethenal](#) on Wed, 06 Feb 2008 20:23:04 GMT
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cnc95fan wrote on Wed, 06 February 2008 14:21: What .cpp and .h files does that go into?

He probably put them into some extra header/source files and included them from somewhere.

Subject: Re: Low Health
Posted by [cnc95fan](#) on Wed, 06 Feb 2008 20:28:10 GMT
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Well, I put them into separate .cpp and .h files, and got a lot of ; before },{ errors... and undeclared "int's"... So that needs to be revised by someone whos a) not at school , and b) good at coding (not saying you arn't, just in case that's what you were thinking).

Subject: Re: Low Health
Posted by [Ethenal](#) on Wed, 06 Feb 2008 20:30:55 GMT
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Are you using VS '05?

Subject: Re: Low Health
Posted by [cnc95fan](#) on Wed, 06 Feb 2008 20:31:55 GMT
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Yes.
Edit: It doesn't like that way you put in ScriptImpClass and therefore doesn't understand (GameObject *obj)

Subject: Re: Low Health
Posted by [Hex](#) on Wed, 06 Feb 2008 21:08:28 GMT
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Got page spam?

Subject: Re: Low Health
Posted by [Zion](#) on Wed, 06 Feb 2008 21:21:58 GMT
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Hex wrote on Wed, 06 February 2008 21:08: Got page spam?

Yeah, Math, looking over that code (even though i have NO C++ experience what-so-ever) i could point out that if your health or armour is less than the values you coded, it will keep paging you... I think...

Might want to break from the event as soon as you get the page.

Plus, i think it would be a better feature if you used the green text which would appear in the middle of the screen to indicate health levels, instead of a server page.

Furthermore, change "Shield" in the page string to "Armor".

Subject: Re: Low Health

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 21:52:10 GMT

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One mistake and spammed to death with complaints

I was writing it notepad because I don't have my development environment at school :/

hopefully fixed :v If not, someone else can make it while I take the blame for bad scripting. ./

Header File:

```
class zbl_Health_Level : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
int ID;
bool SentHealth;
bool SentArmour;
};
```

Source File:

```
void zbl_Health_Level::Created(GameObject *obj) {
ID = Get_Player_ID(obj);
SentHealth = false;
SentArmour = false;
Commands->Start_Timer(obj, this, 1.0f, 123);
}
void zbl_Health_Level::Timer_Expired(GameObject *obj, int number) {
if (number == 123) {
if (!SentHealth && !SentArmour) {
if (Commands->Get_Health(obj) <= 25 && !SentHealth) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // Change this
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Health Level Critical", ID);
```

```
Console_Input(Msg1);
SentHealth = true; // To avoid spamming the player! :/
}
else if (Commands->Get_Shield_Strength(obj) <= 50 && !SentArmour) {
    Commands->Create_2D_WAV_Sound("correction_3.wav"); // again, change this...
    char Msg1[150];
    sprintf(Msg1, "ppage %d Warning: Armour strength critical", ID);
    Console_Input(Msg1);
    SentArmour = true; // avoid spamming the player >_>
}
Sent = true;
Commands->Start_Timer(obj, this, 1.0f, 123);
}
else { // already sent...Check to see if their health is above 25 and set it back to false
    if (Commands->Get_Health(obj) > 25) {
        SentHealth = false;
    }
    else if (Commands->Get_Shield_Strength(obj) > 50) {
        SentArmour = false;
    }
}
}
}
}
```

Subject: Re: Low Health

Posted by [Hex](#) on Wed, 06 Feb 2008 22:01:36 GMT

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I never ment that, on maps such as mesa you would get paged all the time with the mrl whoring

A better way to do it would be ::Damaged

Edt: typo!

Subject: Re: Low Health

Posted by [reborn](#) on Wed, 06 Feb 2008 22:01:39 GMT

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Nice effort, I like how you used the boolean. But I think Hex is right to be fair, the timer is quite combersome while the ::damaged event would probably prove allot more healthy for the CPU (I am guilty of this type of thing myself to be fair, don't get mad).

But don't sweat it Zack, to be honest I don't really see anyone else contributing too much to the conversation.

Perhaps make the health value conditional an input parameter for the level edit guys rather than a fixed value?

Subject: Re: Low Health

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 22:43:14 GMT

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reborn wrote on Wed, 06 February 2008 15:01 Perhaps make the health value conditional an input parameter for the level edit guys rather than a fixed value?

In my experience, I've got bad luck with Script Parameters :/

But it wouldn't be hard to do it though....

~Zack

Subject: Re: Low Health

Posted by [The Elite Officer](#) on Mon, 11 Feb 2008 17:52:56 GMT

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One time I was on this server that when you died, you got a PM from BrenBot saying that "You are dead" and I am like really?

No shit.

Subject: Re: Low Health

Posted by [The Executor](#) on Mon, 11 Feb 2008 17:53:48 GMT

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The Elite Officer wrote on Mon, 11 February 2008 11:52 One time I was on this server that when you died, you got a PM from BrenBot saying that "You are dead" and I am like really?

No shit.

Like really? Like OMG, you are so lame!

Seriously?

Subject: Re: Low Health

Posted by [EA-DamageEverything](#) on Mon, 11 Feb 2008 20:42:38 GMT

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The Health Level Warning-Sound is the following= 00-n112e.wav -to be found inside the always.dat. This is used for the DeHealthCrate.

And another funny thing is changing the Sound for the TiberiumCrate (don't know the exact String). instead of the Sound which is used if the player turns into a Visceroid, use l06b_17_npa01.wav -this is the Warning from SP mode Mission 6 when the Laboratory explodes.

EDIT:

If you wanna hear something else if you die ingame, extract the following Sounds and rename them to dying1.wav=

m00vnsc_kill0051i1gbmg_snd.wav or

m00gbmg_dfax0003i1gbmg_snd.wav or

m00gbmg_tfea0002i1gbmg_snd.wav

Subject: Re: Low Health

Posted by [CarrierII](#) on Mon, 11 Feb 2008 21:30:32 GMT

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Sort of related, anyone intend to fix the serverside functionality that made EVA/CABAL say "GDI Weapons Factory destruction imminent"?

Subject: Re: Low Health

Posted by [EA-DamageEverything](#) on Tue, 12 Feb 2008 02:42:56 GMT

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See my post below.

Subject: Re: Low Health

Posted by [EA-DamageEverything](#) on Wed, 20 Feb 2008 14:17:12 GMT

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bump

If anyone is interested to write down a decent Code with an explanation where to put that into the SSGM-Sourcecode, here are the Sounds.

All spoken by the GDI-EVA. There are three Values beside the "HealthLevel Critical"-Warning and its all about Health (NOT Armor). I don't know what EVA says exactly in the english Renegade so I apologize for the raw translation of the Text=

m00evag_dsgn0066i1evag_snd.wav "Health level at 75%"
m00evag_dsgn0067i1evag_snd.wav "Health level at 50%"
m00evag_dsgn0068i1evag_snd.wav "Health level at 25%"

The Sound from the DeHealthCrate is in my first post above and can be used when the player is under ten or five percent Health.

Subject: Re: Low Health
Posted by [Genesis2001](#) on Wed, 20 Feb 2008 20:32:10 GMT
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Thanks. I'll re-write it using the ::Damaged event.

~Zack

Subject: Re: Low Health
Posted by [EA-DamageEverything](#) on Wed, 02 Apr 2008 12:53:36 GMT
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CarrierII wrote on Mon, 11 February 2008 22:30Sort of related, anyone intend to fix the serverside functionality that made EVA/CABAL say "GDI Weapons Factory destruction imminent"?
BUMP, yes. All "destruction imminent" Sounds are inside the gmscripts.cpp from the SSGM source. Replace the following part with this expanded one=

```
void MDB_SSGM_Building::Damaged(GameObject *obj, GameObject *damager, float damage) {  
    if ((Commands->Get_ID(damager) != 0 && !Settings->InvinBuild) && (Settings->GameMode == 1  
|| Settings->GameMode == 5)) {  
        if (damage > 0) {  
            if (Settings->LogBuildingDamage && ReportDamage) {  
                ReportDamage = false;  
                FDSMessage(StrFormat("The %s is under  
attack!", Translate_Preset(obj).c_str()), "_BUILDING");  
                Commands->Start_Timer(obj, this, Settings->BuildingDamageInt, 1);  
            }  
            if (!Data->Mod) {  
                if (!OkHealth) OkHealth = true;  
                if (PlayHealth && (Commands->Get_Health(obj) + Commands->Get_Shield_Strength(obj)) <=  
((Commands->Get_Max_Health(obj) + Commands->Get_Max_Shield_Strength(obj)) * 0.2f)) {  
                    PlayHealth = false;  
                    char *Announcement = "ERROR";  
                    if (strstr(Commands->Get_Preset_Name(obj), "mp_GDI_Advanced_Guard_Tower"))  
Announcement = "M00BGAT_HLTH0001I1EVAG_SND.wav";  
                    if (strstr(Commands->Get_Preset_Name(obj), "mp_GDI_Barracks")) Announcement =  
"M00BGIB_HLTH0001I1EVAG_SND.wav";  
                    if (strstr(Commands->Get_Preset_Name(obj), "mp_GDI_War_Factory")) Announcement =
```

```

"M00BGWF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Power_Plant")) Announcement =
"M00BGPP_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Refinery")) Announcement =
"M00BGTR_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Obelisk")) Announcement =
"M00BNOL_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Hand_of_Nod")) Announcement =
"M00BNHN_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Airstrip")) Announcement =
"M00BNAF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Power_Plant")) Announcement =
"M00BNPP_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Refinery")) Announcement =
"M00BNTR_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Helipad")) Announcement =
"M00BGHP_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Helipad")) Announcement =
"M00BNHP_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Com_Center")) Announcement =
"M00BGCC_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Com_Center")) Announcement =
"M00BNCC_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Facility")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Facility")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Tiberium_Silo")) Announcement =
"M00BGTS_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Tiberium_Silo")) Announcement =
"M00BNTS_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Bay")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Pad")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Bay")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Pad")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_RepFac")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_NOD_RepFac")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_GDI_ConstructionYard")) Announcement =
"M00BGCY_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_Nod_ConstructionYard")) Announcement =
"M00BNCY_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_GDI")) Announcement =

```

```

"M00BGCY_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_Nod")) Announcement =
"M00BNCY_HLTH0001I1EVAN_SND.wav";
    if (IsAlive) {
        Commands->Create_2D_Sound(Announcement);
        Commands->Start_Timer(obj,this,30.Of,22);
    }
}
}
}
}
if (!Data->Mod) {
    if ((Commands->Get_Health(obj) + Commands->Get_Shield_Strength(obj)) ==
(Commands->Get_Max_Health(obj) + Commands->Get_Max_Shield_Strength(obj)) &&
OkHealth) {
        OkHealth = false;
        if (PlayRepair) {
            PlayRepair = false;
            char *Announcement = "ERROR";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Advanced_Guard_Tower"))
Announcement = "M00BGAT_DSGN0007I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Barracks")) Announcement =
"M00BGIB_DSGN0008I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_War_Factory")) Announcement =
"M00BGWF_DSGN0009I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Power_Plant")) Announcement =
"M00BGPP_DSGN0009I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Refinery")) Announcement =
"M00BGTR_DSGN0009I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Obelisk")) Announcement =
"M00BNOL_DSGN0008I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Hand_of_Nod")) Announcement =
"M00BNHN_DSGN0016I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Airstrip")) Announcement =
"M00BNAF_DSGN0010I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Power_Plant")) Announcement =
"M00BNPP_DSGN0010I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Refinery")) Announcement =
"M00BNTR_DSGN0010I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Helipad")) Announcement =
"M00BGHP_DSGN0001I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Helipad")) Announcement =
"M00BNHP_DSGN0002I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Com_Center")) Announcement =
"M00BGCC_DSGN0001I1EVAG_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Com_Center")) Announcement =
"M00BNCC_DSGN0010I1EVAN_SND";
            if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Facility")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";

```

```

    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Facility")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Tiberium_Silo")) Announcement =
"M00BGTS_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Tiberium_Silo")) Announcement =
"M00BNTS_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Bay")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Pad")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Bay")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Pad")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_RepFac")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_NOD_RepFac")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_GDI_ConstructionYard")) Announcement =
"M00BGCY_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_Nod_ConstructionYard")) Announcement =
"M00BNCY_DSGN0009I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_GDI")) Announcement =
"M00BGCY_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_Nod")) Announcement =
"M00BNCY_DSGN0009I1EVAN_SND";
    if (IsAlive) {
        Create_Sound_Team(Announcement,Commands->Get_Position(obj),obj,Get_Object_Type(o
bj));
        Commands->Start_Timer(obj,this,30.0f,23);
    }
}
}
}
}
}
if (obj != damager && damage != 0.0f) {
    if (Settings->GameMode == 2 && (Is_SoldierFactory(obj) || Is_Refinery(obj))) {
        Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    }
    else if ((Settings->GameMode == 3 || Settings->GameMode == 4) && Is_SoldierFactory(obj)) {
        Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    }
}

if (Settings->InvinBuild) {
    Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
}
}
}
}

```

Subject: Re: Low Health
Posted by [Brandon](#) on Wed, 02 Apr 2008 17:13:06 GMT
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Pssh... I used to do this on my server using LEVELEDIT.

Subject: Re: Low Health
Posted by [jnz](#) on Wed, 02 Apr 2008 23:44:21 GMT
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Brandon wrote on Wed, 02 April 2008 18:13Pssh... I used to do this on my server using LEVELEDIT.

Good for you, want an e-cookie?

Subject: Re: Low Health
Posted by [Lone0001](#) on Wed, 02 Apr 2008 23:47:13 GMT
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o I want an e-cookie.

Subject: Re: Low Health
Posted by [The Executor](#) on Thu, 03 Apr 2008 12:35:47 GMT
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Brandon wrote on Wed, 02 April 2008 11:13Pssh... I used to do this on my server using LEVELEDIT.

How did you do it with level edit?

Subject: Re: Low Health
Posted by [renalpha](#) on Thu, 03 Apr 2008 17:50:57 GMT
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Zack wrote on Wed, 06 February 2008 15:52

One mistake and spammed to death with complaints

I was writing it notepad because I don't have my development environment at school :/

hopefully fixed :v If not, someone else can make it while I take the blame for bad scripting. :/

Header File:

```
class zbl_Health_Level : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
int ID;
bool SentHealth;
bool SentArmour;
};
```

Source File:

```
void zbl_Health_Level::Created(GameObject *obj) {
ID = Get_Player_ID(obj);
SentHealth = false;
SentArmour = false;
Commands->Start_Timer(obj, this, 1.0f, 123);
}
void zbl_Health_Level::Timer_Expired(GameObject *obj, int number) {
if (number == 123) {
if (!SentHealth && !SentArmour) {
if (Commands->Get_Health(obj) <= 25 && !SentHealth) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // Change this
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Health Level Critical", ID);
Console_Input(Msg1);
SentHealth = true; // To avoid spamming the player! :/
}
else if (Commands->Get_Shield_Strength(obj) <= 50 && !SentArmour) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // again, change this...
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Armour strength critical", ID);
Console_Input(Msg1);
SentArmour = true; // avoid spamming the player >_>
}
Sent = true;
Commands->Start_Timer(obj, this, 1.0f, 123);
}
else { // already sent...Check to see if their health is above 25 and set it back to false
if (Commands->Get_Health(obj) > 25) {
SentHealth = false;
}
else if (Commands->Get_Shield_Strength(obj) > 50) {
SentArmour = false;
}
}
}
}
}
```

when compiling that i get

.\scripts.cpp(310) : error C2065: 'Sent' : undeclared identifier

Subject: Re: Low Health

Posted by [The Executor](#) on Thu, 03 Apr 2008 17:59:27 GMT

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How you do it in LE?

Subject: Re: Low Health

Posted by [Carrierll](#) on Thu, 03 Apr 2008 18:37:15 GMT

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I thought there was a "switch" statement in C++... surely better than all of those if statements?

Subject: Re: Low Health

Posted by [reborn](#) on Thu, 03 Apr 2008 19:07:12 GMT

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Sent = true;

should be:

SentArmour = true;

Subject: Re: Low Health

Posted by [renalpha](#) on Thu, 03 Apr 2008 21:06:47 GMT

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it compiles but no sound..

no boink

Subject: Re: Low Health

Posted by [renalpha](#) on Sat, 05 Apr 2008 18:46:21 GMT

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lol not even text

Subject: Re: Low Health

Posted by [reborn](#) on Sun, 06 Apr 2008 12:49:23 GMT

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You did actually attach this script to the player on his created event in the server solution somewhere right? I mean, you did actually attach in SSGM_Player::Created or something didn't you?

Subject: Re: Low Health

Posted by [renalpha](#) on Sun, 06 Apr 2008 13:19:33 GMT

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reborn wrote on Sun, 06 April 2008 07:49 You did actually attach this script to the player on his created event in the server solution somewhere right? I mean, you did actually attach in SSGM_Player::Created or something didn't you?
no i just added it somewere below..

but how do i add that script to it
i did it over here

```
if (Settings->GameMode != 1) {  
    Commands->Set_Is_Visible(obj,false);  
}  
Attach_Script_Once(obj,"zbl_Health_Level","1");  
Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt1,h_a_a0a0_l12");  
Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt2,H_A_a0a0_L22");
```

it compiles but no sound.

Subject: Re: Low Health

Posted by [reborn](#) on Sun, 06 Apr 2008 15:56:29 GMT

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I would write a ::Damaged event for MDB_SSGM_Player and use the main part of Zack's function in there rather than attach this script to the player on ::Created.

Although attaching the script like:

```
Commands->Attach_Script(obj,"zbl_Health_Level","");
```

to the player object when he is ::Created should work (if the script works properly (which I think it does)).

Subject: Re: Low Health

Posted by [renalpha](#) on Sun, 06 Apr 2008 17:24:37 GMT

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reborn wrote on Sun, 06 April 2008 10:56 I would write a ::Damaged event for MDB_SSGM_Player

and use the main part of Zack's function in there rather than attach this script to the player on ::Created.

Although attaching the script like:

```
Commands->Attach_Script(obj,"zbl_Health_Level","");
```

to the player object when he is ::Created should work (if the script works properly (which I think it does)).

i put the code over here

now it should work but still nothing.

```
void MDB_SSGM_Player::Created(GameObject *obj) {
  Commands->Attach_Script(obj,"zbl_Health_Level","");
  if (Settings->ForceTeam != -1) {
    if (Commands->Get_Player_Type(obj) != Settings->ForceTeam) {
      Change_Team(obj,Settings->ForceTeam);
    }
    return;
  }
}
```

the zbl_healt level script stuff is located in
scripts.cpp
scripts.h

the above code is located in gmscripts.cpp

Subject: Re: Low Health

Posted by [mrÄÅŞÄ-z](#)

on Mon, 07 Apr 2008 15:11:04 GMT

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Doesnt work for me too,

Subject: Re: Low Health

Posted by [renalpha](#) on Wed, 09 Apr 2008 05:35:11 GMT

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bump

Subject: Re: Low Health

Posted by [reborn](#) on Wed, 09 Apr 2008 07:30:36 GMT

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If you're both attaching it to the player correctly then there's something wrong with Zacks code I guess. You need to get him to notice the topic.

I really would however just take aspects of his code and add a ::Damaged event to SSGM_player.

Subject: Re: Low Health

Posted by [renalpha](#) on Wed, 09 Apr 2008 08:32:23 GMT

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so it should work when i attached it there.

hm nice now i know how to attach scripts,
see im getting somewere.

also,
i will look if i can do anything to make it working.
in meanwhile i hope he will make his code working.

Subject: Re: Low Health

Posted by [reborn](#) on Wed, 09 Apr 2008 10:27:21 GMT

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Yes, attaching a script there with one line stops you having to add that script to each player preset in level edit.

Obviously when the player dies the script is destroyed too, which is why that's a good place to add it, as it attaches to the player each time he is ::Created.

There are other ways and other places to attach sc ripts to a player, such as the m00_grant (can't remember the rest), but this is a good place as any I guess.

Subject: Re: Low Health

Posted by [mr£ÄŞÄ-z](#) on Wed, 09 Apr 2008 10:28:49 GMT

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```
void Player_Join_Hook(int i,const char *Nick) {  
    Commands->Attach_Script(Get_GameObj(i),"zbl_Health_Level","");
```

Doesnt Work

Subject: Re: Low Health

Posted by [reborn](#) on Wed, 09 Apr 2008 11:39:39 GMT

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That's a terrible way to attach it to a player. When that code is called the player isn't always a GameObj * yet. He exists in the server but hasn't always loaded or the server hasn't created

his object yet.

If you try to attach a script to him at that point you're not gauranteed it will attach.

Also, it will only attach it to him once, when he dies it wouldn't re-attach unless he left the server and re-joined.
