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Subject: [script]reb\_healing\_arua  
Posted by [reborn](#) on Sat, 03 May 2008 14:15:46 GMT  
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I needed to make a healing arua script for cnc\_reborn, but I thought the renegaders might find it useful too.

I have hard coded all the values to make it heal your own teams infantry only if they are within 15 feet of the objects with the script attached. it heals their health only at a rate of +2 per second. It might be nice for veteran players or perhaps as a crate, i dunno :-/

If people like it but only want to use it in level edit and change some of the values themselves then I will re-write it for that purpose and send it to Jonathan/SaberHawk/Jerad (whoever is writing the new one ).

I have another reason for posting it here, it's the first time i've dealt with the GenericSLNode \* type and NodeData, it seems to me that it returns a lot of objects and I have to filter most of them out, so if anyone sees some flaws in this or thinks they can make it more efficient then please post and correct me

```
void reb_healing_aura::Created(GameObject *obj){
Commands->Start_Timer(obj,this,1.0f,1);
}

void reb_healing_aura::Timer_Expired(GameObject *obj,int number){
if (number == 1){
int team = Get_Object_Type(obj);
Vector3 CurPosition = Commands->Get_Position(obj);

GenericSLNode *x = BaseGameObjList->HeadNode;
while (x){
GameObject *o = (GameObject *)x->NodeData;
if (o && As_ScriptableGameObj(o) && Is_Soldier(o)){
if ((Get_Object_Type(o) == team)){
Vector3 CurPositiono = Commands->Get_Position(o);
float Dist = Commands->Get_Distance(CurPosition,CurPositiono);
if(Dist <= 15.0f){
float armour = Commands->Get_Health(o);
armour += 2.0f;
if (armour > Commands->Get_Max_Health(o))
{
armour = Commands->Get_Max_Health(o);
}
Commands->Set_Health(o,armour);
}
}
}
```

```
}  
x = x->NodeNext;  
}  
Commands->Start_Timer(obj,this,1.0f,1);  
}  
}
```

```
ScriptRegistrant<reb_healing_aura> reb_healing_aura_Registrant("reb_healing_aura","");
```

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

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Subject: Re: reb\_healing\_aura  
Posted by [ErrorR](#) on Sat, 03 May 2008 14:30:05 GMT  
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Nice as allways:  
You kick ass

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Subject: Re: reb\_healing\_aura  
Posted by [rhuarc](#) on Sun, 04 May 2008 02:52:06 GMT  
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how would i use this..?

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Subject: Re: reb\_healing\_aura  
Posted by [\\_SSnipe\\_](#) on Sun, 04 May 2008 02:54:50 GMT  
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is this script used for the medic by any chance?

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Subject: Re: reb\_healing\_aura  
Posted by [reborn](#) on Sun, 04 May 2008 08:09:50 GMT  
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rhurc wrote on Sat, 03 May 2008 22:52how would i use this..?

Add the code to SSGM then attach it to a GameObject \*.

SSnipe wrote on Sat, 03 May 2008 22:54is this script used for the medic by any chance?

Yeah, I will be adding it to him shortly, he is kinda useless as he is now, especially seeing as the technician/engineer can heal quicker...

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Subject: Re: reb\_healing\_arua  
Posted by [\\_SSnipe\\_](#) on Sun, 04 May 2008 17:01:57 GMT  
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Quote:

Yeah, I will be adding it to him shortly, he is kinda useless as he is now, especially seeing as the technician/engineer can heal quicker...

Imfao  
need to make it so nothing can heal infantry ONLY medic