This is a Level Editor Code, by attaching this code to a Object and filling in the Parameters you will have a "*** under Attack" and "*** Destroyed" Function for the Object, Sound Parameters also Included, an Updated version comes later:

Here a Compiled Scripts.dll with:

MR_Attack_Announce (Under Attack Message)
Parameters:
Health (Example 25, when the object has reached 0-25HP then it will Display the "Under Attack Message")
Red, Green, Blue: (These are the Message Colors)
Under_Attack_Sound: (Fill in the .wav sound of "Turret Under Attack").
Under_Attack_Sound: (Fill in the Message to Display ("Nod Turret Under Attack").

MR_Death_Announce (Death Message)
Parameters:
Destroyed_Sound: (Fill in the Sound of "Nod Turret Destroyed").
Red, Green, Blue: (These are the Message Colors)
Destroyed_Message: (Fill in the Message to Display ("Nod Turret Destroyed").

Download the Compiled Scripts.dll here: Download.

Source:

.CPP

```
void MR_Attack_Announce::Damaged(GameObject *obj,GameObject *damager,float damage)
{
 if (Commands->Get_Health(obj) <= Get_Float_Parameter("Health"))
 {
   Commands->Create_2D_Sound(Get_Parameter("Under_Attack_Sound"));
 Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue"),Get_Parameter("Under_Attack_Message"));
   Destroy_Script();
}
```

```
}
ScriptRegistrant<MR_Attack_Announce>
MR_Attack_Announce_Registrant("MR_Attack_Announce","Red:int,Green:int,Blue:int,Health:float
,Under_Attack_Sound:string,Under_Attack_Message:string");


void MR_Death_Announce::Killed(GameObject *obj,GameObject *shooter)
{
  Commands->Create_2D_Sound(Get_Parameter("Destroyed_Sound"));

Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue
"),Get_Parameter("Destroyed_Message"));
}
ScriptRegistrant<MR_Death_Announce>
MR_Death_Announce_Registrant("MR_Death_Announce","Destroyed_Sound:string,Red:int,Gree
n:int,Blue:int,Destroyed_Message:string");



.H
class MR_Attack_Announce : public ScriptImpClass {
 void Damaged(GameObject *obj,GameObject *damager,float damage);
};

class MR_Death_Announce : public ScriptImpClass {
 void Killed(GameObject *obj,GameObject *shooter);
};
```

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by Gen_Blacky on Wed, 21 Jan 2009 06:34:10 GMT
View Forum Message <> Reply to Message

I Tested this out it works besides i couldn't change the msg color it was just black i changed rgb
settings but i must be setting it wrong.

Ty for this script

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by _SSnipe_ on Wed, 21 Jan 2009 07:10:46 GMT
View Forum Message <> Reply to Message

Dont understand what it does, doesn't renegade already do this?

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by wittebolx on Wed, 21 Jan 2009 10:08:38 GMT
View Forum Message <> Reply to Message

uhm.. Zunnie posted a code for this a long time ago when he created the co-op for Renegade. doesnt include any leveleditor stuff, just c++

anyway good job.

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by Genesis2001 on Wed, 21 Jan 2009 14:09:05 GMT
View Forum Message <> Reply to Message

Interesting script madrocks. Could you try to indent better next time? :/ lol

but good work!

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by mrÃ£Ã§Ä·z on Wed, 21 Jan 2009 15:47:23 GMT
View Forum Message <> Reply to Message

The colors worked for me and rrutk

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by mrÃ£Ã§Ä·z on Wed, 21 Jan 2009 18:06:01 GMT
View Forum Message <> Reply to Message

Hehehe some noobs turned EMO by rating my Threats bad   i dont care about that keep rating guys

---

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by mrÃ£Ã§Ä·z on Wed, 21 Jan 2009 19:58:44 GMT
View Forum Message <> Reply to Message

wittebolx wrote on Wed, 21 January 2009 04:08uhm.. Zunnie posted a code for this a long time ago when he created the co-op for Renegade. doesnt include any leveleditor stuff, just c++

anyway good job.
You dont needs for my Code the Level Editer, you can attach the script in the Scripts.dll to the Presets

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by rrutk on Thu, 22 Jan 2009 01:49:54 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Wed, 21 January 2009 01:10Dont understand what it does, doesn't renegade already do this?

For buildings renegade does itself.

For Mounted Vehicles it should, but it doesnt, even if the strings and links to the sound-presets are set correct.

Dunno why.

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by _SSnipe_ on Thu, 22 Jan 2009 02:59:57 GMT
View Forum Message <> Reply to Message

rrutk wrote on Wed, 21 January 2009 17:49SSnipe wrote on Wed, 21 January 2009 01:10Dont understand what it does, doesn't renegade already do this?

For buildings it does.

For Mounted Vehicles it should, but it doesnt, even if the strings and links to the sound-presets are set correct.

Dunno why.

So what does it do?, Still a little lost

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by mrÃ£Ã§Ä·z on Thu, 22 Jan 2009 09:15:06 GMT
View Forum Message <> Reply to Message

Hmmm place the Object on the Map, then attach the Script to the placed Object, thats how it worked for me

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by Genesis2001 on Thu, 22 Jan 2009 15:29:51 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Wed, 21 January 2009 19:59rrutk wrote on Wed, 21 January 2009 17:49SSnipe wrote on Wed, 21 January 2009 01:10Dont understand what it does, doesn't renegade already do

this?

For buildings it does.

For Mounted Vehicles it should, but it doesnt, even if the strings and links to the sound-presets are set correct.

Dunno why.

So what does it do?, Still a little lost

It announces "<blank> is under attack!" on an object other than a building.

attach the Script to the placed Object, thats how it worked for me

He asked what it does.. lol

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by rrutk on Wed, 11 Feb 2009 13:17:23 GMT
View Forum Message <> Reply to Message

Nearly all message_send_custom_xx scripts in 3.4.4 have the bug, that they display not the textstring but the numeric message!

Need a simple WORKING script: Display_Message_Custom_Team_Sound (to display a textmessage for seperated NOD/GDI teams on custom and play a sound).

And may be a bugfixed version of your Attack-Announcment-Scripts (friendly fire fixed).

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by jnz on Wed, 11 Feb 2009 13:31:10 GMT
View Forum Message <> Reply to Message

By the looks of the code, it will only display the message once. No matter if it's repaired to full health again.

Also you should make it so when it's first attacked it will show the warning, rather than waiting to get below a certain threshold.

Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by Genesis2001 on Wed, 11 Feb 2009 17:46:56 GMT
View Forum Message <> Reply to Message

I'll post a complement to this script when I get home. Shouldn't be too much imo.

EDIT: Here is my version of the script