
Subject: Character Damages and Vehicle Damages
Posted by [Gen_Blacky](#) on Thu, 05 Mar 2009 03:05:25 GMT
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How do i show player damages and the warhead in my server ? Does biatch do it ? I know Resurrection does it but i don't want Resurrection.

Subject: Re: Character Damages and Vehicle Damages
Posted by [cAmpa](#) on Thu, 05 Mar 2009 07:28:51 GMT
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Source scripts.h (scripts.dll)
void Damaged(GameObject *obj,GameObject *damager,float damage); //triggers when the object script is attached to is damaged. The damager is always the gunner,not the vehcile.

In hope i understood your request correctly.

Subject: Re: Character Damages and Vehicle Damages
Posted by [jnz](#) on Thu, 05 Mar 2009 07:55:56 GMT
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Gen_Blacky wrote on Thu, 05 March 2009 03:05How do i show player damages and the warhead in my server ? Does biatch do it ? I know Resurrection does it but i don't want Resurrection.

Hooks.dll damage hook.

Subject: Re: Character Damages and Vehicle Damages
Posted by [Gen_Blacky](#) on Thu, 05 Mar 2009 21:20:00 GMT
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RoShamBo wrote on Thu, 05 March 2009 01:55Gen_Blacky wrote on Thu, 05 March 2009 03:05How do i show player damages and the warhead in my server ? Does biatch do it ? I know Resurrection does it but i don't want Resurrection.

Hooks.dll damage hook.

How do i call the damage hook , Im not very good with code but im guessing you just call it in a plugin ?
