
Subject: Scripting Arguments!

Posted by [T0tNI](#) on Tue, 02 Feb 2010 01:38:21 GMT

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Attach_Script_Once(Get_GameObj(pID), "JFW_Health_Regen", "01.00,4,3")

Just wondering, what the "01.00,4" are for. I'm trying to make the regeneration last for a "specific" amount of time then expire. :P9

Subject: Re: Scripting Arguments!

Posted by [reborn](#) on Tue, 02 Feb 2010 06:38:23 GMT

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ScriptRegistrant<JFW_Health_Regen>

JFW_Health_Regen_Registrant("JFW_Health_Regen", "Time:float,TimerNum:int,Points:float ");

First param is how often it grants them some health The second param is just the timer number, but this can be set to anything at all without any consequence. It's actually pretty irrelevant. The Third param is how much health is given to them each time.

It should also be noted that this script has a flaw. If you make the first param a small number, and the health granted a small number, when the person is killed, it will try giving them health still, and the game counts you as killed when your health goes below 0. So it's possible that say if someone is killing you with an MRLS, that you die multiple times.

To have it last a certain amount of time you would have to remove that script, it doesn't do what you want it to do.
