
Subject: nulling damage script?

Posted by [Xpert](#) on Tue, 20 May 2014 16:48:52 GMT

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Okay, it's been awhile since I've done some coding, and I completely forgot how to do this certain piece:

Was there ever a script zone that when a unit stands in it, they can't do damage to a building?

Or is there any kind of script that exist in 4.0patch1 (NOT 4.1), that does this kind of method?

If not, can someone explain to me how I would go about doing that like say if you're an arty on the hill on hourglass, your vehicle can't damage buildings, that sort of thing.

Subject: Re: nulling damage script?

Posted by [iRANian](#) on Tue, 20 May 2014 17:36:16 GMT

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Create a zone/OBBoxClass or w/e and in your server damage hook check if the person doing the damage is inside the zone, if the person is in the zone block the damage.

Subject: Re: nulling damage script?

Posted by [Gen_Blacky](#) on Tue, 20 May 2014 19:38:48 GMT

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Simplest way would be

enter zone attach script to player/vehicle

exit zone detach script from player/vehicle

in the damage hook check if the player has the script attached

or you can check if the player is actually in the zone

Subject: Re: nulling damage script?

Posted by [Xpert](#) on Tue, 20 May 2014 19:54:31 GMT

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Gen_Blacky wrote on Tue, 20 May 2014 15:38Simplest way would be

enter zone attach script to player/vehicle

exit zone detach script from player/vehicle

in the damage hook check if the player has the script attached

or you can check if the player is actually in the zone

This works. Thanks!
