Subject: Re: Low Health
Posted by renalpha on Sun, 06 Apr 2008 17:24:37 GMT

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reborn wrote on Sun, 06 April 2008 10:56I would write a ::Damaged event for MDB_SSGM_Player
and use the main part of Zack's function in there rather then attach this script to the player on
::Created.
Although attaching the script like:
Commands->Attach_Script(obj,"zbl_Health_Level","");
to the player object when he is ::Created should work (if the script works properly (which I think it
does)).

i put the code over here
now it should work but still nothing.

```
void MDB_SSGM_Player::Created(GameObject *obj) {
 Commands->Attach_Script(obj,"zbl_Health_Level","");
 if (Settings->ForceTeam != -1) {
  if (Commands->Get_Player_Type(obj) != Settings->ForceTeam) {
   Change_Team(obj,Settings->ForceTeam);
   return;
  }
 }
}
```

the zbl_healt level script stuff is located in
scripts.cpp
scripts.h

the above code is located in gmscripts.cpp