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Subject: Re: HS only mod!!!

Posted by [Ivan275](#) on Sat, 09 Sep 2006 08:32:46 GMT

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Quote:how do i add it to all my maps then??This is a horrible thing to do and most likely keep your server empty. I never tried it but it should work. You get RanegadeEX(search in yahoo) open one of your maps and import the modified bones.ini in to the map. Then make everyone that will play on your server download that and all the other maps you imported the bones.ini in to. Quote: It will be for my sniper game so... That is what I wanted to hear. For a sniper mod this can be done using scripts and a modified objects.ddb/.aow

Do you have any c++ or other language programing experience?

Do you have any expedience modifying objects file?

Do you have any expedience modifying scripts.dll?

What scripts version are you planning on using on your server?

Here is a quick run threw of what you need to do:

Quote:In scripts.dll there is a function void M00\_GrantPowerup\_Created it is attached to all players, you need to add to it a ::Damaged(GameObject \*obj, GameObject \*damager, float damage) part. Now every time a player is damaged this function will trigger. In it you will need to check the damage done to the player. Something like this should work for your server, it will basically make the server work like this. If you shoot someone and don't do enough damage to kill them they get all the health back. Seeing that a ramjet will do 200 damage to the body and basic infantry have 100health and 100armor you would need to disable them(basic infantry) or add 1 to their health using modded objects. This still won't make it a true HS server, it will make it into a HS and neck shot server.

```
if (damage != Commands->Get_Max_Health(obj)+Commands->Get_Max_Shield_Strength(obj)){
Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));}
```

The only way I know how to make it in to a true HS server is give all players over 600 health + armor then you can check damage done against weapon used.

```
if (sniper rifle (gdi/nod) && damage = 500) then kill player
```

```
else if (damage >600) then kill player
```

```
else heal player back to max health and max armor
```

PS there is a function called "Get\_Damage\_Bone\_Name" in scripts but because it's declared as not taking any parameters I'm not sure how to used it to do what you want.

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