

---

Subject: Re: Low Health

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 20:11:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

\*\*Note: I wrote this during school just now and it hasn't been tested.

\*\*\*(also) Note: I'm not clear on a couple of the functions in the Commands->(function) class. Someone who has access to scripts.h can correct me if I'm wrong.

Header File:

```
class zbl_Health_Level : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
int ID;
};
```

Source File:

```
void zbl_Health_Level::Created(GameObject *obj) {
ID = Get_Player_ID(obj);
Commands->Start_Timer(obj, this, 1.0f, 123);
}
void zbl_Health_Level::Timer_Expired(GameObject *obj, int number) {
if (number == 123) {
if (Commands->Get_Health(obj) <= 25) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // Change this to whatever sound
you want.
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Health Level Critical", ID);
Console_Input(Msg1);
}
else if (Commands->Get_Sheild_Strength(obj) <= 50) {
Commands->Create_2D_WAV_Sound("correction_3.wav"); // again, change this...
char Msg1[150];
sprintf(Msg1, "ppage %d Warning: Shield strength critical", ID);
}
Commands->Start_Timer(obj, this, 1.0f, 123);
}
}
```

\*\*\*\*(another) Note: I'll include this in Serverside Co-Op also.

~Zack

---