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Subject: Re: Message script bug?

Posted by [mr£ÄŞÄ-z](#) on Tue, 20 Jan 2009 20:26:23 GMT

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Oh Sorry i forgot to make the "Repaired" Script anyway:

Source:

.CPP

```
void MR_Attack_Announce::Damaged(GameObject *obj,GameObject *damager,float damage)
{
    if (Commands->Get_Health(obj) <= Get_Float_Parameter("Health"))
    {
        Commands->Create_2D_Sound(Get_Parameter("Under_Attack_Sound"));
        Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue"),Get_Parameter("Under_Attack_Message"));
        Destroy_Script();
    }
}
```

```
ScriptRegistrant<MR_Attack_Announce>
```

```
MR_Attack_Announce_Registrant("MR_Attack_Announce","Red:int,Green:int,Blue:int,Health:float,Under_Attack_Sound:string,Under_Attack_Message:string");
```

```
void MR_Death_Announce::Killed(GameObject *obj,GameObject *shooter)
{
    Commands->Create_2D_Sound(Get_Parameter("Destroyed_Sound"));
```

```
Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue"),Get_Parameter("Destroyed_Message"));
}
```

```
ScriptRegistrant<MR_Death_Announce>
```

```
MR_Death_Announce_Registrant("MR_Death_Announce","Destroyed_Sound:string,Red:int,Green:int,Blue:int,Destroyed_Message:string");
```

.H

```
class MR_Attack_Announce : public ScriptImpClass {
    void Damaged(GameObject *obj,GameObject *damager,float damage);
};
```

```
class MR_Death_Announce : public ScriptImpClass {
    void Killed(GameObject *obj,GameObject *shooter);
};
```

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