
Subject: Re: Character Damages and Vehicle Damages

Posted by [cAmpa](#) on Thu, 05 Mar 2009 07:28:51 GMT

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Source scripts.h (scripts.dll)

```
void Damaged(GameObject *obj,GameObject *damager,float damage); //triggers when the object  
script is attached to is damaged. The damager is always the gunner,not the vehicle.
```

In hope i understood your request correctly.
