
Subject: Re: Few questions

Posted by [Hubba](#) on Fri, 06 Nov 2009 16:11:41 GMT

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reborn wrote on Thu, 05 November 2009 23:54 On the level loaded event, attach a script to the ref to grant the +4 money. Then attach another script at the same time to the PP (if it exists) that removes that script when it's destroyed, and adds just +1 instead.

```
void Level_Loaded() {
GameObject *GDIRef = Find_Refinery(1);
GameObject *NodRef = Find_Refinery(0);

GameObject *GDIPP = Find_Power_Plant(1);
GameObject *NodPP = Find_Power_Plant(0);

if(GDIREF){
Attach_Script_Once(GDIRef,"GTH_Credit_Trickle", "4,2.00");
}
if(NodRef){
Attach_Script_Once(NodRef,"GTH_Credit_Trickle", "4,2.00");
}

if(GDIPP){ //Not sure what what happen if you tried to attach it if it didn't exist
Attach_Script_Once(GDIPP,"hubba_pp_death", "");
}
if(NodPP){
Attach_Script_Once(NodPP,"hubba_pp_death", "");
}
//etc etc

}
```

hubba_pp_death should simply have a ::Killed event, and on that event it should find out it's own teams ref, remove the gth_credit script (if the ref still has any health), then re-attach a gth_credit but add +1 instead.

Pretty crude really, but it's 05:55 here and I'm sleepy.

Hmm "GTH_Credit_Trickle" doesn't seem to work like that I think you can only attach it to players. Which would mean that i would have to attach the script when they join and reattach it to them when they die. And then it would probably be not in sync with the other credit_tickle which would mean that you would get +6 one second and then -4 the other second.
