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Subject: Re: C++ Help request

Posted by [Tunaman](#) on Sat, 27 Feb 2010 00:32:44 GMT

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```
void HealthInfoItemClass::Render()
{
    if (!(Enabled) && (!Enabled2)) return;

    GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
    float health = Commands->Get_Health(obj);
    float shield = Commands->Get_Shield_Strength(obj);
    unsigned int current_time = *SyncTime;

    unsigned int color = HealthInfoColor;
    Render2DText->Reset();
    RectClass *r = (RectClass *)((char *)Render2DText+0x5B8);
    r->Top = TextPosition.Y;
    r->Left = TextPosition.X;
    r->Bottom = TextPosition.Y;
    r->Right = TextPosition.X;
    char temp[64];
        if(current_time > StopTime)
    {
        HealthVisible = !HealthVisible;
        StopTime = current_time + 5000;
    }
        if(HealthVisible)
    {
        sprintf(temp, "+%03d", (unsigned int)(health + 0.5f));
    }
    else
    {
        sprintf(temp, "*_%03d", (unsigned int)(shield + 0.5f));
    }
    Render2DText->Draw_Text(temp, color);
    Render2DText->Render();
};
```

You should try replacing your render code with that one. I just changed it in notepad, so hopefully it works. Make sure the variables HealthVisible(bool) and StopTime(unsigned int) are declared at the top. ^^

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