
Subject: Re: START_TIMER Parameters

Posted by [Omar007](#) on Wed, 11 Aug 2010 20:54:52 GMT

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

Instead of using Set_Model he wants you to change the preset and then set the health/shield/weapons to that of the previous preset.

Here is an example of what he means (i think (only CPP)).

```
void MySwapCharScript::Created(GameObject *obj)
{
    int maxH = Commands->Get_Max_Health(obj);
    int curH = Commands->Get_Health(obj);
    int maxS = Commands->Get_Max_Shield_Strength(obj);
    int curS = Commands->Get_Shield_Strength(obj);

    Change_Character(obj, "clown"); //Change preset

    Commands->Set_Max_Health(maxH); //Set max health to that of the previous preset
    Commands->Set_Health(curH); //Set health to that of the previous preset
    Commands->Set_Max_Shield_Strength(maxS); //Set max shield to that of the previous preset
    Commands->Set_Shield_Strength(curS); //Set shield to that of the previous preset
}
```

NOTE: this is only what I think he means. I can't look into his head

Also I'm not 100% sure this code is flawless as I do this on memorized info.
