
Subject: Re: BUG/TYPO M00_Damage_Modifier_DME
Posted by [Troll King](#) on Mon, 09 Jul 2012 23:27:48 GMT
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Clone of M00_Damage_Modifier_DME but then made multiplayer compatible. Some changes made but effect is the exact same.

Toggle Spoiler

```
class M00_Damage_Modifier_DME : public ScriptImpClass
{
public:
void Register_Auto_Save_Variables();
private:
void Created(GameObject *obj);
void Custom(GameObject *obj, int type, int param, GameObject *sender);
void Damaged(GameObject *obj, GameObject *damager, float amount);
float CurrentHealth;
float Health;
int Killable_By_Star;
int Killable_By_NotStar;
float Star_Modifier;
float NotStar_Modifier;
bool Enabled;
};

void M00_Damage_Modifier_DME::Register_Auto_Save_Variables()
{
ScriptImpClass::Auto_Save_Variable(&CurrentHealth, 4, 1);
ScriptImpClass::Auto_Save_Variable(&Health, 4, 2);
ScriptImpClass::Auto_Save_Variable(&Killable_By_Star, 4, 3);
ScriptImpClass::Auto_Save_Variable(&Killable_By_NotStar, 4, 4);
ScriptImpClass::Auto_Save_Variable(&Star_Modifier, 4, 5);
ScriptImpClass::Auto_Save_Variable(&NotStar_Modifier, 4, 6);
ScriptImpClass::Auto_Save_Variable(&Enabled, 1, 7);
}

void M00_Damage_Modifier_DME::Created(GameObject *obj)
{
Enabled = true;
Health = Commands->Get_Health(obj);
Killable_By_Star = Get_Int_Parameter("Killable_By_Star");
Killable_By_NotStar = Get_Int_Parameter("Killable_by_NotStar");
Star_Modifier = Get_Float_Parameter("Star_Modifier");;
NotStar_Modifier = Get_Float_Parameter("NotStar_Modifier");
}

void M00_Damage_Modifier_DME::Custom(GameObject *obj, int type, int param, GameObject
```

```

*sender)
{
if(type == 9037) // You can enable/disable it by sending this custom. Works with original script
aswell.
{
if(param == 1)
Enabled = 1;
if(!param)
Enabled = 0;
}
}

```

```

void M00_Damage_Modifier_DME::Damaged(GameObject *obj, GameObject *damager, float
amount)
{
if(Enabled)
{
if(!Star_Modifier && Commands->Is_A_Star(damager) && Killable_By_Star || !NotStar_Modifier
&& !Commands->Is_A_Star(damager) && Killable_By_NotStar)
Health = Commands->Get_Health(obj); // Nothing going on here just store our health.
if(Star_Modifier && Commands->Is_A_Star(damager) && Killable_By_Star || NotStar_Modifier
&& !Commands->Is_A_Star(damager) && Killable_By_NotStar)
{
CurrentHealth = Commands->Get_Health(obj);
float NewHealth = Health - CurrentHealth;
NewHealth = Health - Get_Float_Parameter("Damage_multiplier") * NewHealth;
if(NewHealth < 1) // When it hit's smaller than 1 health, kill it automaticly.
NewHealth = 0;
Commands->Set_Health(obj, NewHealth);
Health = NewHealth;
CurrentHealth = NewHealth;
}
if(Star_Modifier && Commands->Is_A_Star(damager) && !Killable_By_Star || NotStar_Modifier
&& !Commands->Is_A_Star(damager) && !Killable_By_NotStar)
{
CurrentHealth = Commands->Get_Health(obj);
float NewHealth = Health - CurrentHealth; // Because of this line it will always keep it's health >
0 (Do NOT replace with amount.)
NewHealth = Health - Get_Float_Parameter("Damage_multiplier") * NewHealth;
Commands->Set_Health(obj, NewHealth);
Health = NewHealth;
CurrentHealth = NewHealth;
}
}
}
}

```

```

ScriptRegistrant<M00_Damage_Modifier_DME>
M00_Damage_Modifier_DME_Registrant("M00_Damage_Modifier_DME",

```

"Damage_multiplier:float, Star_Modifier=1:int, NotStar_Modifier=1:int, Killable_By_Star=1:int, Killable_by_NotStar=1:int");
