Can anybody help me with creating this function. I failed and wasted much hours on this

What the function needs to do:

Showing health number for 5 seconds and after that showing shield number for 5 seconds. The function needs to repeat itself over and over again.

healthinfo.h


```
/* HealthInfoItemClass
 Copyright 2009 Mark Sararu

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*/

#ifndef SHADERS_HEALTHINFO_H_
#define SHADERS_HEALTHINFO_H_

class HealthInfoItemClass
{
protected:
 bool Enabled;
 bool Enabled2;

 Render2DClass*  Render2D;
 Render2DTextClass* Render2DText;

 int    NextPrint;

 Vector2   TextPosition;
 char *   TextFontFile;

 unsigned int  StopTime;
```

```cpp
public:
 HealthInfoItemClass();
 ~HealthInfoItemClass();
 void Load(INIClass* ini);
 void Render();
};

extern HealthInfoItemClass HealthInfo;

#endif
```

healthinfo.cpp

```cpp
/* HealthInfoItemClass
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*/

#include "scripts.h"
#include "shadereng.h"
#include "healthinfo.h"

SimpleDynVecClass<unsigned int> *Colors9;
unsigned long HealthInfoColor = 0;

HealthInfoItemClass::HealthInfoItemClass():
 Enabled(false),
 Enabled2(false),
 Render2D(NULL),
 Render2DText(NULL),
 NextPrint(1),
 StopTime(0),
 TextPosition(0, 0),
```

```cpp
 TextFontFile(NULL)
{
};

HealthInfoItemClass::~HealthInfoItemClass()
{
 SAFE_DELETE(Render2D);
 SAFE_DELETE(Render2DText);
 SAFE_DELETE(TextFontFile);
};

void HealthInfoItemClass::Load(INIClass *ini)
{
 if (!ini) return; // if you don't have an ini, something is horribly wrong!

 const char* section_name = "HealthInfo";

 Enabled = ini->Get_Bool(section_name, "HealthInfoEnabled", false);
 Enabled2 = ini->Get_Bool("General", "HealthInfoEnabled", false);
 if ((!Enabled) && (!Enabled2)) return;



 // Gathers the colors from hud.ini
 Colors9 = new SimpleDynVecClass<unsigned int>;

 unsigned int color = RGB(255,255,255)+0xFF000000;
 Colors9->Add(color);
 unsigned int colors9 = ini->Get_Int("General","ColorCount",0);
 for (unsigned int i = 0;i < colors9;i++)
 {
  char section[10];
  sprintf(section,"Color%d",i+1);
  unsigned int Red = ini->Get_Int(section,"Red",255);
  unsigned int Green = ini->Get_Int(section,"Green",255);
  unsigned int Blue = ini->Get_Int(section,"Blue",255);
  unsigned int Alpha = (ini->Get_Int(section,"Alpha",255) << 24);
  color = RGB(Blue,Green,Red)+Alpha;
  Colors9->Add(color);
 }
 unsigned int HealthInfoCol = ini->Get_Int(section_name,"HealthInfoColor",0);
 HealthInfoColor = (*Colors9)[HealthInfoCol];

 Render2D = CreateRender2DClass();

 Vector2 screen_center;
 screen_center.X = (ScreenResolution->Right - ScreenResolution->Left) / 2.0f;
 screen_center.Y = (ScreenResolution->Bottom - ScreenResolution->Top) / 2.0f;
```

```cpp
 char temp[512];
 ini->Get_String(section_name, "Text.Font.File", "DEFAULT_FONT", temp, 512);
 Render2DText = CreateRender2DTextClass(temp);
 TextFontFile = newstr(temp);

 float average_height = ini->Get_Float(section_name, "Text.Font.AverageCharacterHeight", 16);

 bool text_centered = ini->Get_Bool(section_name, "Text.Position.Centered", true);
 TextPosition.X = ini->Get_Float(section_name, "Text.Position.X", 0.0f);
 TextPosition.Y = ini->Get_Float(section_name, "Text.Position.Y", 0.0f);
 if (TextPosition.X < 0)
 {
  TextPosition.X += ScreenResolution->Right;
 }
 if (TextPosition.Y < 0)
 {
  TextPosition.Y += ScreenResolution->Bottom;
 }

 if (text_centered)
 {
  TextPosition = TextPosition + screen_center;
  TextPosition.Y -= average_height / 2.0f;
 }
};


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;
 StopTime = current_time + 10000;

 unsigned int color = 0;
 color = HealthInfoColor;

 // needs to render the health number for 5 sec while not showing shield number.
 if // something
 {
  Render2DText->Reset();
  RectClass *r = (RectClass *)((char *)Render2DText+0x5B8);
  r->Top = TextPosition.Y;
```

```cpp
  r->Left = TextPosition.X;
  r->Bottom = TextPosition.Y;
  r->Right = TextPosition.X;
  char temp[64];
  unsigned int h = (unsigned int)(health + 0.5f);
  char icon_health[8] = "+_";
  sprintf(temp,"%s%03d" ,icon_health,h);
  Render2DText->Draw_Text(temp, color);
  Render2DText->Render();
 }
 // needs to render the Shield number for 5 sec while not showing health number.
 else if // something
 {
  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];
  unsigned int s = (unsigned int)(shield + 0.5f);
  char icon_shield[8] = "*_";
  sprintf(temp,"%s%03d" ,icon_shield,s);
  Render2DText->Draw_Text(temp, color);
  Render2DText->Render();
 }
};


//-------------------------------------------------------------------------------
// globals
//-------------------------------------------------------------------------------
HealthInfoItemClass HealthInfo;




shaderhud.cpp


#include "healthinfo.h" // HealthInfo

HealthInfo.Load(hudini); // HealthInfo

HealthInfo.Render(); // HealthInfo




HUD.ini
```

```
[HealthInfo]
HealthInfoEnabled=true
Text.Font.File=font12x16.tga
Text.Font.AverageCharacterHeight=0
Text.Position.Centered=false
Text.Position.X=185.0
Text.Position.Y=-130.0
HealthInfoColor=1
```

Anybody please help

Subject: Re: C++ Help request
Posted by Sladewill on Sat, 20 Feb 2010 17:30:03 GMT
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i think that would be classed as one of those things that servers will not allow, so probably no one will help you

---

Subject: Re: C++ Help request
Posted by Raptor RSF on Sat, 20 Feb 2010 17:40:10 GMT
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Sladewill wrote on Sat, 20 February 2010 11:30i think that would be classed as one of those things that servers will not allow, so probably no one will help you

Its an innocent piece of code. It would be really stupid to not allow this

---

Subject: Re: C++ Help request
Posted by Raptor RSF on Wed, 24 Feb 2010 15:27:20 GMT
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I also constructed a new piece of code, while I was trying to make it work. Maybe this is getting more in the direction, but I failed another time to make it work.

Something like this:

```
 if (RunIt == true)
 {
  StopTime_1 = current_time + 5000;
```

```
 RunIt = false;
 }

 if (current_time == StopTime_1)
 {
  HealthVisible = true;
  StopTime_2 = current_time + 5000;
  Commands->Create_2D_WAV_Sound("stpccw1.wav"); /* test, and it seems that the sound is
never played ingame */
 }

 if (current_time == StopTime_2)
 {
  HealthVisible = false;
  RunIt = true;
 }
```

Subject: Re: C++ Help request
Posted by Sladewill on Wed, 24 Feb 2010 15:43:35 GMT
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can u use scripts in the shadders?

Subject: Re: C++ Help request
Posted by Raptor RSF on Wed, 24 Feb 2010 17:16:41 GMT
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Well, only as a last resort. Because then I need to release a scripts.dll also.

Subject: Re: C++ Help request
Posted by jnz on Wed, 24 Feb 2010 17:48:04 GMT
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```
time_t reftime = 0;
bool ShowHealth = 1;


void TimerThink()
{
   if(reftime - time(0) > 5)
   {
```

```
    ShowHealth = ShowHealth ? 0 : 1;
    reftime = time(0);
  }
}
```

//draw code:

TimerThink(); //not a good place for this tbh, but whatever

```
if(ShowHealth)
{
    //draw health
}
```

Be sure to:

#include "time.h"

Subject: Re: C++ Help request
Posted by Raptor RSF on Wed, 24 Feb 2010 19:28:14 GMT
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Subject: Re: C++ Help request
Posted by Tunaman on Fri, 26 Feb 2010 16:49:59 GMT
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hehe, he gave you the code that will make it work as well. ^^

Subject: Re: C++ Help request
Posted by Raptor RSF on Fri, 26 Feb 2010 17:13:12 GMT
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Thank you JNZ !! :

I will have a look at it.

Subject: Re: C++ Help request

Why is it not working   ?

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. ^^

Subject: Re: C++ Help request
Posted by Raptor RSF on Sat, 27 Feb 2010 00:48:41 GMT
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Thank you Tunaman and JNZ!

Tunaman's code did what I wanted to create. The final code will soon be available when I release the complete HUD.