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Subject: Scripts.dll Documentation  
Posted by [gibberish](#) on Tue, 20 Jan 2004 15:23:45 GMT  
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Just wondering if anyone has had the time to write any documentation or even better a tutorial about scripts.dll

I.e. What the standard functions are and how to do basic things.

For example I figured out how to write my own code to heal all buildings (I know it wasn't that difficult) however I couldn't figure out how to reset the "undamaged" skin/mesh.

Another example would be if it is possible to re-enable a building after its been destroyed.

Thanks,  
Gib

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Subject: Scripts.dll Documentation  
Posted by [Dante](#) on Tue, 20 Jan 2004 18:30:55 GMT  
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heal it, don't set\_health

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Subject: Scripts.dll Documentation  
Posted by [gibberish](#) on Fri, 23 Jan 2004 02:16:35 GMT  
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Ok how would one go about healing it,

I currently have:

```
float amount = Commands->Get_Health(obj);
```

```
if (amount>0)  
    Commands->Set_Health(obj,(amount + ((amount + 100)/50));
```

I couldn't find any calls like "Heal....." so what should I do ?

Thanks,  
Gib

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Subject: Scripts.dll Documentation  
Posted by [General Havoc](#) on Fri, 23 Jan 2004 19:14:50 GMT

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I don't know exactly how that script works, but a guess from looking at the file would be that it increments the health of the building over time rather than setting it to it's maximum.

If you think about it, you have a nearly dead building then you suddenly give it full health, the game doesn't know that it's been healed, as you have sort of skipped the process. By setting the buildings health to equal it's current health plus a value, you are effectively healing it by setting it health at a higher level each time until it's healed.

I am guessing the game doesn't know to play the agregates, as the agregates work by health level, if you have skipped the health level it normally plays on then you have effectively jumped over the animation. Healing it will cycle backwards through the repair animations.

The same goes for killing building, if you set it's health to zero then you have skipped the destroying process of the game.

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Subject: Scripts.dll Documentation  
Posted by [Dante](#) on Fri, 23 Jan 2004 19:31:35 GMT  
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Apply\_Damage (HGAMEOBJ obj,float damage,char \*warhead,bool unk)

do this:

```
float amount = Commands->Get_Health(obj);
float repair_rate = 10
if (amount > 0) {
    Commands->Apply_Damage (object, repair_rate,"Repair",false);
}
```

that should fix all issues with that

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Subject: Scripts.dll Documentation  
Posted by [gibberish](#) on Sat, 24 Jan 2004 04:19:22 GMT  
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ROFL, You forgot the minus sign.

Anyway the code works if building repair is on, but what I was trying to achieve was having buildings auto repair, so I could turn off manual building repair.

Anyway the following code worked:

```
Commands->Set_Health(obj,(amount + ((amount + 100.0) / 50.0)));  
Commands->Apply_Damage (obj, 0.0,"Repair",false);
```

Thanks,  
Gib

PS I am still looking for documentation if anyone has some.

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