Half-Life 1 Game Events

From AMWiki

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Introduction

In AMX Mod X you are able to hook in-game messages/events with register message (http://www.amxmodx.org/funcwiki.php?search=register_message&go=search) / register_event (http://www.amxmodx.org/funcwiki.php?go=func&id=26) . Here are the list of messages/events and their arguments which can be read with get msg arg * (http://www.amxmodx.org /funcwiki.php?search=get msg arg &go=search) / read data (http://www.amxmodx.org /funcwiki.php?go=func&id=132).

- See the Advanced Scripting article for more on events and messages.
- See messages.inc and message_const.inc from amxmodx/scriptong/include folder or Messaging functions (http://www.amxmodx.org/funcwiki.php?go=inc&id=47) and Message constants (http://www.amxmodx.org/funcwiki.php?go=inc&id=48) for full messages control including blocking, argument alteration and much more.

ADStop

Note: No Information available for this message.

Note: This message has no arguments.



AllowSpec

Changes whether or not "SPECTATE" appears on the change team menu. Called whenever the allow spectators CVar is changed, with its new value sent as the byte.

Note: This changes how the change team menu appears, but spectating functionality is based off of the actual CVar value.

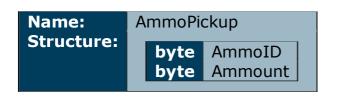


AmmoPickup

Temporarily draws HUD ammo amount and correspoding ammo HUD icon in the middle of the right side of the screen.

Note: Draw time is depend on the hud drawhistory time client CVar value.

Note: See CS Weapons Information for more information.



AmmoX

Updates the green bar indicator in the HUD weapons list. Also updates HUD backpack ammo number in the lower right corner of the screen in case the given ammo type are compatible with the current weapon.

Note: See CS Weapons Information for more information.



ArmorType

Draws/removes helmet HUD icon. If flag is set to 1 the helmet HUD icon will be drawn (located right on the armor icon).



BarTime

Draws a HUD progress bar which is filled from 0% to 100% for the time Duration seconds. Once the bar is fully filled it will be removed from the screen automatically.

Note: Set Duration to 0 to hide the bar.



BarTime2

The same as BarTime but StartPercents is specify how many per cents of the bar are (already) filled.

Note: Display time can be calculated with this formula: (1 - (StartPercents / 100)) / Duration



Battery

Updates the icon and the number of armor on the HUD.



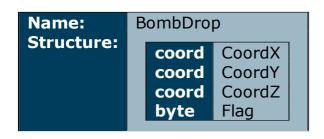
BlinkAcct

Makes a player's money display flash rapidly, until it flashes a total of BlinkAmt times.



BombDrop

The first three arguments are the origin of the dropped bomb. The last argument is set to 1 if the bomb has been planted. It is 0 if the bomb was dropped due to voluntary dropping or death/disconnect. Setting the last argument 1, will also trigger the round timer to hide. It also will show the dropped bomb on the Terrorist team's radar in the location specified by the first three arguments.



BombPickup

This message just tells the game that the bomb has been picked up. It will cause the dropped/planted bomb to disappear from the Terrorist team's radar.

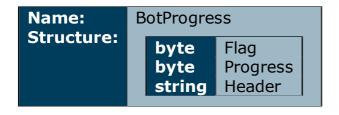
Note: This message has no arguments.



BotProgress

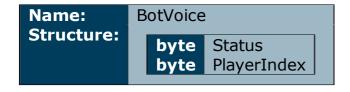
Used by CZ's bots when learning a new map. Displays a progress bar in the middle of the screen, with some header text. The bar doesn't move, and you can't do anything while the bar is displayed. This is a different style of progress bar than from the BarTime event. This really doesn't display well in CS.

Note: Flag can be 0 (update bar), 1 (create new bar), or 2 (remove bar). When using flag 0, send all arguments. When using flag 1, send only Flag and Header. When using flag 2, send only Flag.



BotVoice

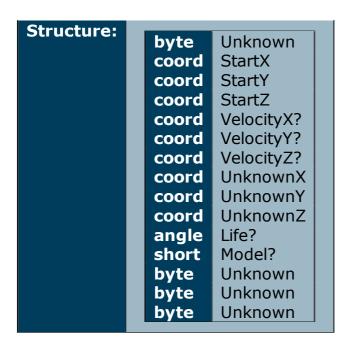
Displays (or hides) the voice icon above a user's head and the talking icon on the right side of the screen. This is called by CZ for bots; it's not called by regular players, although you *can* specify a regular player (non-bot) for the PlayerIndex. Status is 1 for talking, or 0 for not talking.



Brass

Creates a brass shell. Used, for example, by the AWP, after firing.

Name: Brass



BuyClose

Forces the buy menu to close. This is not called when the player closes the buy menu by himself; it's only called when the game forces him to do so (ie: he walks outside of the buy zone, gets killed, etcetera).

Note: This message has no arguments.



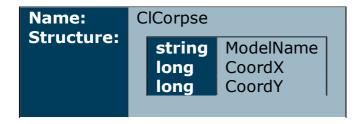
ClCorpse

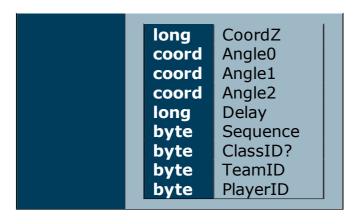
Spawns a player's corpse. ModelName is the player's model name, for example: "leet". Delay is a delay before animation plaback, can be negative value.

Note: Coord and Delay is in non-standard unknown format.

Note: In CS argument #10 is always equal to 0.

■ See CS Team Constants (http://www.amxmodx.org/funcwiki.php?go=module&id=4#const_teams) for team indeces constants list.





Crosshair

Draws/removes a crosshair. If Flag is set to 1 the crosshair will be drawn.

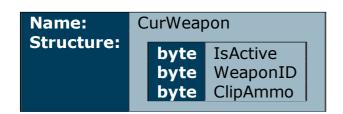
Note: This crossair looks not like the regular one but like the one that is drawn in the spectator mode.



CurWeapon

Updates the clip ammo number and weapon's corresponding ammo type icon on the HUD.

Note: See CS Weapons Information for more information.



CZCareer

Supplies certain updates to the player regarding Condition Zero singleplayer missions.

Note: See the CZCareer page for more information.

Note: Using an invalid type has no repercussions whatsoever. Therefore, you can use

this to make your own custom communications (you can send any number of arguments of any type after the first string).

Note: The Type argument is case-sensitive.

Note: This event does nothing in CS and CZ multiplayer.



CZCareerHUD

Displays certain HUD elements regarding Condition Zero singleplayer missions.

Note: See the CZCareerHUD page for more information.

Note: Using an invalid type has no repercussions whatsoever. Therefore, you can use this to make your own custom communications (you can send any number of arguments of any type after the first string).

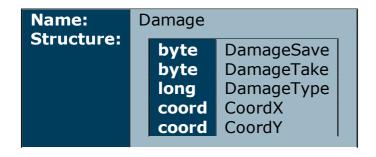
Note: The Type argument is case-sensitive.

Note: This event has some limited functionality in CS and CZ multiplayer (albeit better in CZ).



Damage

Called when a player takes damage, to display the red locational indicators. The last three arguments is the origin of the damage inflictor or victim origin if inflictor isn't found. DamageType is a bitwise value usually consist of a single bit.





DeathMsg

Fired to all players (MSG_ALL or MSG_BROADCAST) to notify them of a death. This generates the HUD message the client sees in the upper right corner of their screen.

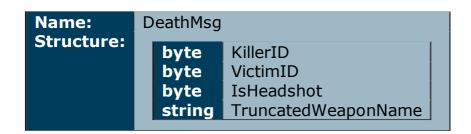
Also prints the console text message "KillerName killed VictimName with TruncatedWeaponName" or "***
KillerName killed VictimName with a headshot from TruncatedWeaponName ***"

Note: TruncatedWeaponName doesn't contain a "weapon_" prefix. See CS Weapons Information for more information.

Note: For grenade kill TruncatedWeaponName isn't "hegrenade" but "grenade", in fact it's an actual classname of a throwed grenade.

Note: For KillerID it's not necessarily should be a PlayerID, it could be 0 if player dies from fall/acid/radiation/fire/etc damage/lack of oxygen or from touch to a "trigger_hurt" entity, in this case TruncatedWeaponName will be "worldspawn" and "trigger hurt" respectively.

Note: For vehicle kills TruncatedWeaponName could be "vehicle", "tank" et cetera.



FlashBat

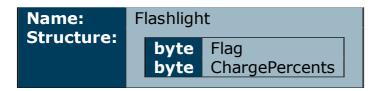
Updates the flashlight battery charge on the HUD.



Flashlight

Updates the flashlight state and battery charge on the HUD. If Flag is set to 1 the flashlight HUD icon will be

shown as active.



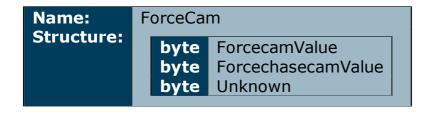
Fog

Note: No Information available for this message.

ForceCam

Called whenever mp_forcecam or mp_forcechasecam are changed, with their new values passed. There is assumedly a third CVar that this tracks, but it is yet unknown. Note that this message doesn't actually change any of the spectating rules for the client.

Note: Even if mp_forcechasecam is set to 2, it is sent by this message as 1.



GameMode

Note: No Information available for this message.



GameTitle

Note: No Information available for this message.

Geiger

Notifies about radiation level through special sound signals. Distance is a distance to hazard area.



Health

Updates the number of health on the HUD.



HideWeapon

Hides the specified HUD elements.

Flags:

```
1 (1<<0) - crosshair, ammo, weapons list
2 (1<<1) - flashlight, +
4 (1<<2) - ALL
8 (1<<3) - radar, health, armor, +
16 (1<<4) - timer, +
32 (1<<5) - money, +
64 (1<<6) - crosshair
128 (1<<7) - +
```

Symbol + mean that an additional crosshair will be drawn. That crosshair looks exactly like the one from Crosshair message.



HLTV

Note: No Information available for this message.

Note: On new round is fired with both arguments equal to 0.

Name: HLTV



HostageK

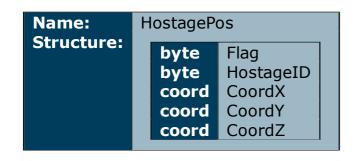
Temporarily draws a blinking red dot on the CT players' radar when a hostage is killed.



HostagePos

Draws/updates the blue mark on the CT players' radar which is indicate the corresponding hostage position.

Note: Is called with Flag set to 1 on player HUD full update.



HudText

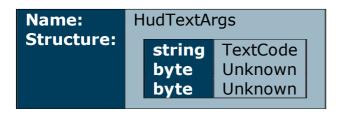
Note: No Information available for this message.

HudTextArgs

Prints HUD text.

Note: An example of TextCode could be "#Hint you have the bomb".

Note: If you have a problems with specifing the last two arguments use 1 and 0 respectively.



HudTextPro

Note: No Information available for this message.

InitHUD

Initializes the HUD.

Note: This message has no arguments.



ItemPickup

Temporarily draws correspoding item HUD icon in the middle of the right side of the screen.

Note: Draw time is depend on the hud drawhistory time client CVar value.



ItemStatus

Notifies about carried items. Example of some item bits:

```
1 (1<<0) - nightvision goggles
2 (1<<1) - defusal kit
```

Name: ItemStatus



Location

Note: No Information available for this message.



Money

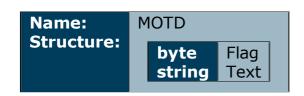
Updates the Amount of money on the HUD. If the Flag is 1, the additional new-old HUD money amount difference will be also displayed.



MOTD

Displays MOTD window.

Note: Max. Text length is 60. Large MOTD is sent in multiple messages. For the message that is send a last MOTD part the Flag will be set to 1 and 0 otherwise.



NVGToggle

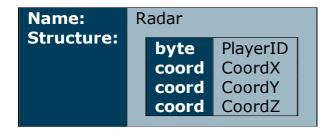
Toggles night vision mode. For Flag: 1 is on, 0 is off.



Radar

Draws/updates the dot on the HUD radar which is indicate the given player position.

Note: Works for teammates only.



ReceiveW

Note: No Information available for this message.

ReloadSound

Note: No Information available for this message.



ReqState

Note: No Information available for this message.

Note: This message has no arguments.

Name: ReqState



ResetHUD

Resets the HUD.

Note: This message has no arguments.



RoundTime

Updates the round timer on the HUD. Time is in seconds.

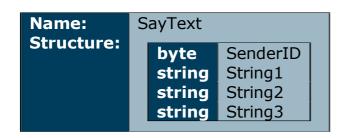


SayText

Prints say HUD text. Second argument can be a predefined string or a custom one. In the last case the last two arguments isn't required.

An examples of a predifined Counter-Strike string values: #Cstrike Chat AllDead, #Cstrike Name Change

Note: For #Cstrike_Name_Change String2 is an old name and String3 is a new name.



Scenario

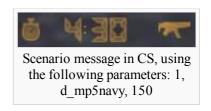
If Active is 0, this display will be hidden. If Active is 1, displays Sprite (valid names listed in sprites/hud.txt)

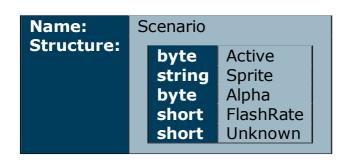
to the right of the round timer with an alpha value of Alpha (100-255). If FlashRate is nonzero, then the sprite will flash from the given alpha to an alpha of 100, at a rate of FlashRate (measured in ???). This is used by CZ to display how many hostages remain unrescued, and also to display the ticking bomb when it is planted.

Note: If Active is 0, don't send any other arguments afterwards. Also, you don't need to send either short if FlashRate is just going to be 0.

Note: Works in both CS and CZ!

Note: In CZ (and possibly CS), if someone respawns after the bomb has been planted, their Scenario event will not work at all until the next round.





ScoreAttrib

Updates the scoreboard's attribute for the specified player. For the 2nd argument, 0 is nothing, (1 << 0) i.e. 1 is dead, (1 << 1) i.e. 2 is bomb, (1 << 2) i.e. 4 is VIP.

Note: Flags is a bitwise value so if VIP player is dying with the bomb the Flags will be 7 i.e. bit sum of all flags.



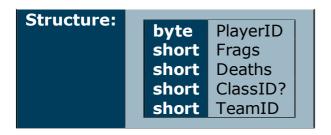
ScoreInfo

Updates the scoreboard with the given player's Frags and Deaths.

Note: In CS the 4th argument is always equal to 0.

 See CS Team Constants (http://www.amxmodx.org/funcwiki.php?go=module&id=4#const_teams) for team indeces constants list.

Name: ScoreInfo



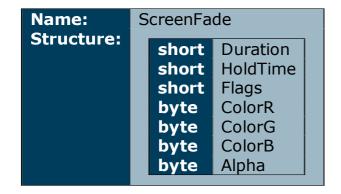
ScreenFade

Fades the screen.

Note: Duration and HoldTime is in special units. 1 second is equal to (1<<12) i.e. 4096 units.

Flags (from HLSDK):

```
FFADE_IN 0x0000 // Just here so we don't pass 0 into the function
FFADE_OUT 0x0001 // Fade out (not in)
FFADE_MODULATE 0x0002 // Modulate (don't blend)
FFADE_STAYOUT 0x0004 // ignores the duration, stays faded out until new ScreenFade message received
```



ScreenShake

Shakes the screen.

Note: All arguments is in special units. 1 second is equal to (1<<12) i.e. 4096 units.

Name: ScreenShake

Structure: short Amplitude Duration Frequency

SendAudio

Plays the specified audio. An example of AudioCode could be "%!MRAD_rounddraw".



ServerName

Sends a server name to a client.



SetFOV

Sets the specified field of view.



ShadowIdx

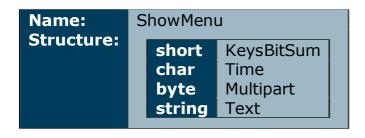
Note: No Information available for this message.



ShowMenu

Displays a "menu" to a player (text on the left side of the screen). Acts like AMXX's show_menu (in fact, this is how AMXX shows a menu).

Note: Multipart should be 1 if your menu takes up multiple messages (i.e.: string is too big to fit into one). On the final message, Multipart should be 0.



ShowTimer

Forces the round timer displaying.

Note: This message has no arguments.



SpecHealth

Note: No Information available for this message.



SpecHealth2

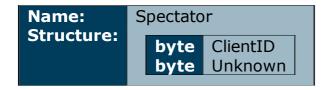
Updates the observer's screen with a name and health of the given player.



Spectator

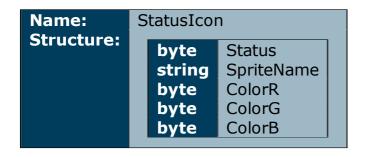
Called when player becomes an observer/spectator.

Note: On join to Spectators usually is fired twice in a row.



StatusIcon

Draws/removes the specified status HUD icon. For Status, 0 is Hide Icon, 1 is Show Icon, 2 is Flash Icon. Color arguments are optional and is required only if Status aren't equal to 0.



StatusValue

Sends/updates the status values. For the Flag 1 the Value is TeamRelation, for 2 is PlayerID, for 3 is Health. For TeamRelation, 1 is Teammate player, 2 is Non-Teammate player, 3 is Hostage. If TeamRelation is Hostage, PlayerID will be 0 or will be not sent at all.

Usually is fired as a triple message, for example:

{1, 2} - non-teammate player {2, 17} - player index is 17 {3, 59} - player health is 59



StatusText

Specifies the status text format.



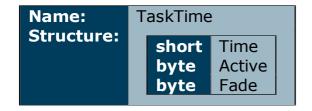
TaskTime

Displays a secondary timer above the round timer. Used for Condition Zero singleplayer missions. If Time is -1, timer dissappears. If Time is any other negative value, it is displayed as green instead of yellow, and considered positive.

If Active is true, timer counts down. Otherwise, it is paused.

If Fade is above zero, the timer will slowly fade out after that many seconds have passed (even if the timer is inactive).

Note: This event can only be used on missions that have an objective requiring a secondary timer!



TeamInfo

Sets the team information for the given player.

Note: In CS TeamName is either "UNASSIGNED", "TERRORIST", "CT" or "SPECTATOR".



TeamScore

Updates the team score on the score board.

Note: In CS TeamName is either "TERRORIST" or "CT".

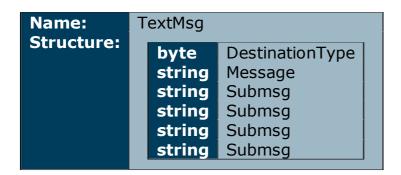


TextMsg

Prints a cutom/or predefined text message.

There does not necessarily have to be a total of 6 arguments, there could be as little as 2. For example you can send a message with the following:

```
Arg1: 1
Arg2: #Game_join_ct
Arg3: Pimp Daddy
```



Train

Displays the speed bar used for controlling a train.

Note: Speed is as follows: 0 (disable display), 1 (reverse), 2 (neutral), 3 (slow speed), 4 (medium speed), 5 (maximum speed)



TutorClose

Closes all CZ-style tutor popups.

TutorLine

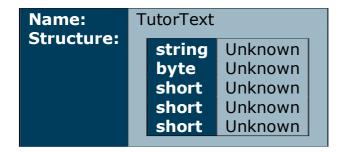
Note: No Information available for this message.

TutorState

Note: No Information available for this message.

TutorText

Used to display a CZ-style tutor popup.



ViewMode

Note: No Information available for this message (HLSDK says this switches to first-person view, but it doesn't seem to function as so).

Note: This message has no arguments.



VGUIMenu

Displays a predefined VGUI menu.





VoiceMask

Used to tell a client who he can hear over the microphone.



WeaponList

Configures the HUD weapons list.

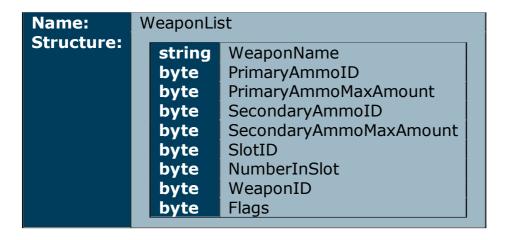
Note: Fired on map initialization.

Note: SlotID starts from 0.

Flags (from HLSDK):

```
ITEM_FLAG_SELECTONEMPTY 1
ITEM_FLAG_NOAUTORELOAD 2
ITEM_FLAG_NOAUTOSWITCHEMPTY 4
ITEM_FLAG_LIMITINWORLD 8
ITEM_FLAG_EXHAUSTIBLE 16 // A player can totally exhaust their ammo supply and lose this weapon.
```

Note: See CS Weapons Information for more information.



WeapPickup

Temporarily draws correspoding weapon HUD icon in the middle of the right side of the screen.

Note: Draw time is depend on the hud drawhistory time client CVar value.

Note: Is fired right before weapon is picked up (notice "before").

Note: See CS Weapons Information for more information.



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Categories: Half-Life 1 | Scripting (AMX Mod X)

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