Subject: Control scarring?
Posted by Phnx on Tue, 28 Oct 2014 02:05:30 GMT
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I hope it's OK to create another topic for this separate question.

Is there a way of controlling which scars (burns or cuts) the hero receives and on which body parts they appear?

In functions.txt from this forum I only found Debug.AddHeroFaceScar() Debug.AddHeroRandomScar().

Subject: Re: Control scarring?
Posted by Keshire on Wed, 29 Oct 2014 16:11:55 GMT
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Phnx wrote on Mon, 27 October 2014 19:05I hope it's OK to create another topic for this separate question.

Is there a way of controlling which scars (burns or cuts) the hero receives and on which body parts they appear?

In functions.txt from this forum I only found Debug.AddHeroFaceScar() Debug.AddHeroRandomScar().

I believe it's controlled by one of the hero tracker scripts, probably the death tracker? But otherwise I'm not sure.

Subject: Re: Control scarring?
Posted by Phnx on Wed, 29 Oct 2014 16:21:40 GMT
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OK. Thanks. I'm going to check a game saved with a scar in the save game editor. Maybe I can fool around there.

Subject: Re: Control scarring?
Posted by Artofeel on Wed, 29 Oct 2014 20:15:33 GMT
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Check playerdeathtracker.lua
there are something like this
Morph.AddScar(GetLocalHero(), EBodyArea.EBA_BODY)
but I'm not sure is this correct code or not

also, random remove
Morph.RemoveRandomScar(GetLocalHero())
tested and worked

Subject: Re: Control scarring?
Posted by Artofeel on Wed, 19 Nov 2014 15:44:24 GMT
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yea this is worked
Morph.AddScar(GetLocalHero(), EBodyArea.EBA_FACE)
Morph.AddScar(GetLocalHero(), EBodyArea.EBA_LEGS)
Morph.AddScar(GetLocalHero(), EBodyArea.EBA_BODY)
but others EBodyArea don't used and don't work at all
also there is only one scar for one area...
so you just need to "dead" three times and you will be "full of scars" ...shame to lionhead

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Subject: Re: Control scarring?
Posted by TheGeniusSavant on Wed, 30 Sep 2015 02:54:18 GMT
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Yes! Works like a charm. I never cease to be amazed by you, Artofeel! I'm hoping to learn even
1/10th what you know!