

Attack Meter

Helper function prefix: AttackMeter_

The attack meter module is used to tell the player that they are in danger and, if they don't escape the danger in time, applies damage to them, knocks them down and kills them. It's used by AI agents, and also for when (for example) the player jumps off a cliff.

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

https://wiki.frictionalgames.com/hpl3/game/scripting/user_modules/attack_meter?rev=1442401934

Last update: **2015/09/16 12:12**

