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.

Important Functions

AttackMeter_AddInstance

Adds a given object as a source of damage that's about the hurt the player.

AttackMeter_RemoveInstance

Removes a given object as a source of damage.

AttackMeter_AutoDamage

Automatically damages the player after a set time (useful for death from the environment/falling etc.)

AttackMeter_SetCustomDamageCallback

Set a custom callback to be called instead of the built-in damage effects.

AttackMeter_SetAfterDamageCallback

Set a custom callback to be called after the normal damage effects are applied.