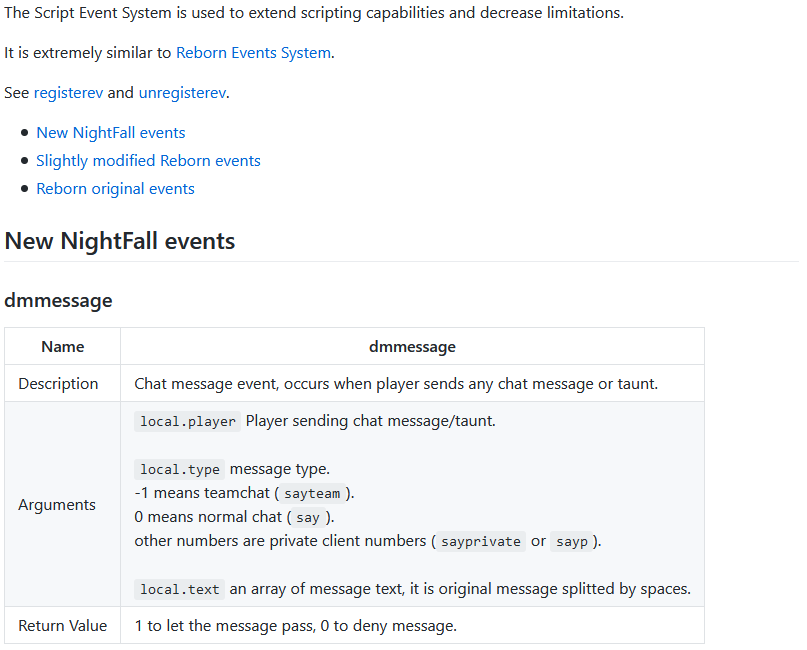
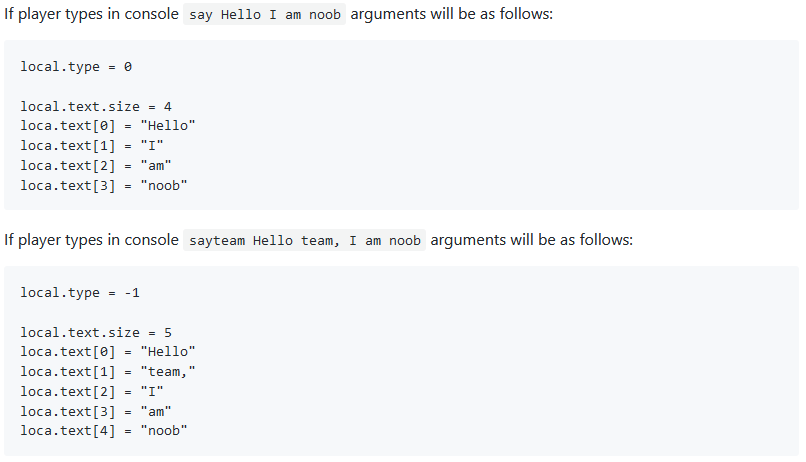
**NightFall Script Event System Documentation**

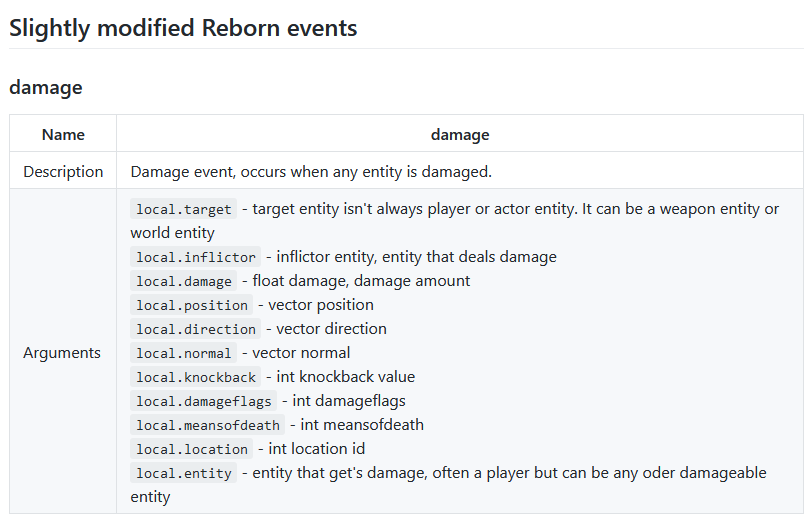




|  |
| --- |
| local.result = registerev "dmmessage" tests/reborn\_events.scr::dmmessage  dmmessage local.player local.type local.text:  conprintf ( "player " + local.player.netname + " sent message: \"")  for(local.i = 0; local.i < local.text.size; local.i++)  {  conprintf (local.text[local.i] + " ")  }  conprintf ("\" of type: \n" + local.type)  iprintln success  end 0 |

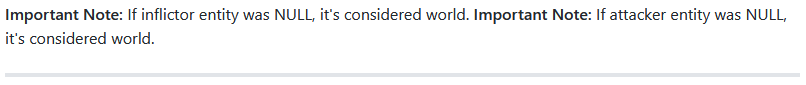


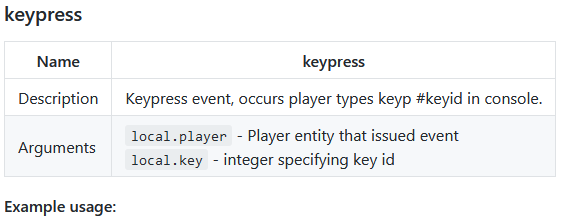






|  |
| --- |
| local.resullt = registerev "damage" tests/reborn\_events.scr::damage  damage local.target local.inflictor local.damage local.position local.direction local.normal local.knockback local.damageflags local.meansofdeath local.location local.entity:  iprintln ("==========DAMAGED==========")  iprintln ("Target: " + local.target)  iprintln ("Inflictor: " + local.inflictor)  iprintln ("Damage: " + local.damage)  iprintln ("Position: " + local.position)  iprintln ("Direction: " + local.direction)  iprintln ("Normal: " + local.normal)  iprintln ("Knockback: " + local.knockback)  iprintln ("Damageflags: " + local.damageflags)  iprintln ("MeansofDeath: " + local.meansofdeath)  iprintln ("Location: " + local.location)  iprintln ("Entity: " + local.entity)  iprintln ("==========================")  end |





|  |
| --- |
| local.result= registerev "keypress" tests/reborn\_events.scr::key\_press  key\_press local.player local.key:  local.player iprint ("Key Pressed: " + local.key)  end |

