

NightFall Script Event System Documentation

The Script Event System is used to extend scripting capabilities and decrease limitations.

It is extremely similar to [Reborn Events System](#).

See [registerev](#) and [unregisterev](#).

- [New NightFall events](#)
- [Slightly modified Reborn events](#)
- [Reborn original events](#)

New NightFall events

dmmessage

Name	dmmessage
Description	Chat message event, occurs when player sends any chat message or taunt.
Arguments	<p><code>local.player</code> Player sending chat message/taunt.</p> <p><code>local.type</code> message type. -1 means teamchat (<code>sayteam</code>). 0 means normal chat (<code>say</code>). other numbers are private client numbers (<code>sayprivate</code> or <code>sayp</code>).</p> <p><code>local.text</code> an array of message text, it is original message splitted by spaces.</p>
Return Value	1 to let the message pass, 0 to deny message.

Example usage:

```
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 ("\n" of type: \n" + local.type)
    iprintln success
end 0
```

If player types in console `say Hello I am noob` arguments will be as follows:

```
local.type = 0

local.text.size = 4
local.text[0] = "Hello"
local.text[1] = "I"
local.text[2] = "am"
local.text[3] = "noob"
```

If player types in console `sayteam Hello team, I am noob` arguments will be as follows:

```
local.type = -1

local.text.size = 5
local.text[0] = "Hello"
local.text[1] = "team,"
local.text[2] = "I"
local.text[3] = "am"
local.text[4] = "noob"
```

If player types in console `sayp 5 Hello dude, I am noob` or `private 5 Hello dude, I am noob` arguments will be as follows:

```
local.type = 5

local.text.size = 5
local.text[0] = "Hello"
local.text[1] = "dude,"
local.text[2] = "I"
local.text[3] = "am"
local.text[4] = "noob"
```

Important Note: Script callback must not contain long/time consuming operations or `wait` or `waitframe`. NightFall will error if script does, and message will be allowed.

Slightly modified Reborn events

damage

Name	damage
Description	Damage event, occurs when any entity is damaged.
Arguments	<div><div>local.target</div> - target entity isn't always player or actor entity. It can be a weapon entity or world entity</div> <div><div>local.inflictor</div> - inflictor entity, entity that deals damage</div> <div><div>local.damage</div> - float damage, damage amount</div> <div><div>local.position</div> - vector position</div> <div><div>local.direction</div> - vector direction</div> <div><div>local.normal</div> - vector normal</div> <div><div>local.knockback</div> - int knockback value</div> <div><div>local.damageflags</div> - int damageflags</div> <div><div>local.meansofdeath</div> - int meansofdeath</div> <div><div>local.location</div> - int location id</div> <div><div>local.entity</div> - entity that get's damage, often a player but can be any oder damageable entity</div>

Example usage:

```
local.resultt = 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
```

Important Note: If inflictor entity was NULL, it's considered world. **Important Note:** If attacker entity was NULL, it's considered world.

keypress

Name	keypress
Description	Keypress event, occurs player types keyp #keyid in console.
Arguments	<code>local.player</code> - Player entity that issued event <code>local.key</code> - integer specifying key id

Example usage:

```
local.result= registerev "keypress" tests/reborn_events.scr::key_press

key_press local.player local.key:
    local.player iprint ("Key Pressed: " + local.key)
end
```

Important Note: Try to avoid using key id 0 as it's used as an error indicator.

Reborn original events

For the sake of not re-inventing the wheel, the rest of the events in NightFall are exactly identical to reborn ones.

Documentation for the original reborn events can be found [here](#).