
Subject: Taking damage scripts?

Posted by [danpaul88](#) on Sat, 02 Apr 2005 00:23:13 GMT

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no, I dont mean at 25%, 50% etc

I mean it runs an animation when it takes even 1 damage point, and reverses the animation after it has gone 1 min without taking damage...

could be used to make some kind of protective barrier close to block fire or something....
