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Subject: Re: Making Buildings Invulnerable

Posted by [Whitedragon](#) on Thu, 04 Aug 2005 21:03:14 GMT

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```
void M00_BUILDING_EXPLODE_NO_DAMAGE_DAK::Created(GameObject *obj) {
Set_Max_Health(obj,2000);
Set_Max_Shield_Strength(obj,2000);
Commands->Set_Shield_Type(obj,"Blamo");
}
```

```
void M00_BUILDING_EXPLODE_NO_DAMAGE_DAK::Damaged(GameObject *obj, GameObject
*damager, float damage) {
Commands->Set_Health(obj,2000);
Commands->Set_Shield_Strength(obj,2000);
Commands->Give_Points(damager,(float)(damage*-1.0),false);
}
```

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