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Subject: Re: Help with creating scripts

Posted by [Jerad2142](#) on Sat, 09 Dec 2006 06:19:44 GMT

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It turns out that I miss named one of the float parameters.

He is a bit harder question, how would I make a script that would detect if an object has been or being repaired. I have tried before but it ended up doing nothing, and I want it to reupdate the present health the object has about every 10th of a second. Sends a custom every time it increases one health. And it should not be able to send another custom until it has dropped at least 1 health (damaged). A detailed explanation would be appreciated!

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