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Subject: Re: Help with creating scripts

Posted by [Jerad2142](#) on Sun, 10 Dec 2006 05:01:56 GMT

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danpaul88 wrote on Sat, 09 December 2006 17:49use the ::Damaged event

Check the amount of damage, if it is negative then its actually being repaired

Really, I did not know repairing is negative damage, how could I have been modding Renegade for over 2 years and have missed that (sarcasm). I'm not a noob, and you sound like a broken record. Use the ::Damaged event, Use the ::Damaged event. Did you even read the whole question? I asked how it would be set up to send a custom, and then not be able to send another custom until it was damaged. And anyone who as looked at the armor file would no the repair gun did negative damage.

I also figured out how do do it a different way!

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