
Subject: Little problem with LevelEdit & HP
Posted by [OxFF](#) on Tue, 26 Dec 2006 21:38:42 GMT
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Hello everyone,

I've got a little problem and maybe one of you could give me a hint what mistake I'm making.

I wanted to make a few small modifications for Renegade. One of the things I wanted to do was to make the Refinery and the Barracks to withstand more damage than the other Building.

I thought this would be an easy task ... So I fired up LevelEdit and increased the Health points of mp_GDI_Refinery and mp_Nod_Refinery (i also changed the MCTSkin but that worked). After doing that I closed LevelEdit and put the objects.ddb in the \Data Directory of Renegade and started a C&C game (Multiplayer Practice Mode).

The Problem: Though the HP of the Buildings was increased in Leveledit the Refinery/Barrack still die as fast as any other building when attacked (tested with flame tank and light tank). But when placing an Nuke Beacon in the Buildings they survive the nuclear strike with about 30% health left.

This tells me that the increased Health works somewhat partly (building survives nuke but dies like every other building when being attacked by conventional weapons like tanks, flamers...)

I'm really confused, any guesses how to fix that?

Thanks.