
Subject: Re: Little problem with LevelEdit & HP
Posted by [OxFF](#) on Wed, 27 Dec 2006 18:43:07 GMT
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I exported the package and export.txt shows:

```
Name          Preset ID Health HealthMax ...
mp_GDI_Refinery 491540001 2000.000000 2000.000000 ...
mp_Nod_Refinery ...
```

also I tried using the modified objects.dbb with a "clean" Renegade Installation and the result was the same (no success).

@Merovingian

While I haven't counted how many shot it takes to destroy the refinery it takes 30 seconds of "flaming" (the same times as every other building).

@dthdealer

I used the mod buttons to do the changes and the copied the presets over to the \Data Directory of Renegade.

@Goztow

Well I can't tell you if the majority of Germans likes hexadecimals, but most people I know don't like numbers at all (independent from the representation of the number)
from the representation of the number)
