Subject: Re: revive a building?
Posted by jnz on Fri, 02 Feb 2007 10:38:19 GMT

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Cpo64 wrote on Fri, 02 February 2007 08:33What about not actually killing the building?
Just making "act" killed when it has 1 hp left?
Course I have no idea what I'm talking about, and am just shooting in the dark.

i think this is very possible. although i have no idea how to impliment it

i know how to make the building invincible, but i don't know how to make it stop working. and how to detect its health at the right moment.