Subject: Re: Armour levels
Posted by reborn on Wed, 25 Jul 2007 09:34:46 GMT
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To get it exactly how you want it would be a little tricky, but possible.
You could attach a script to the player so that when there total health and armor is at one third (or whatever balance you feel is right) of there total possible max health/armor then it changes there armor type to a slightly stonger one.
This would mean taking there health down for there last bit of life is slightly harder, but as an over-all average would give you the result you want.

That is unless someone knows how to change the health bar as you was suggesting without a client download. But I am not aware if this is actually possible.