
Subject: Re: Setting up Health Specific to type of mines?
Posted by [Tunaman](#) on Mon, 13 Aug 2007 21:54:58 GMT
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If you know C++, look in the SSGM source files for the command that handles "!c4" and see how they check to see if an object is a c4 or not. I'm guessing you could do something similar like this and then change the healths of the certain c4.
