
Subject: Re: Enable

Posted by [SODPaddy](#) on Mon, 25 Feb 2008 21:05:13 GMT

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```
}
if (obj != damager && damage != 0.0f) {
    if (Settings->GameMode == 2 && (Is_SoldierFactory(obj) || Is_VehicleFactory(obj) ||
Is_Refinery(obj))) {
        Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    }
    else if ((Settings->GameMode == 3 || Settings->GameMode == 4) && Is_SoldierFactory(obj)) {
        Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    }

    if (Settings->InvinBuild) {
        Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    }
}
}
```

in gmscripts.cpp i think

My like my sigpicture too
