
Subject: Re: wondering

Posted by [danpaul88](#) on Wed, 26 Mar 2008 09:13:09 GMT

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IIRC Jonwil tried to fix this in scripts.dll once before but it simply didn't work properly. I think the problem was the netcode just sends the *current* health value, not the maximum value, since the client already has that normally, and therefore the client does not know how full to draw the healthbar above the normal health/armour totals.
