reborn wrote on Sat, 12 April 2008 11:06I havn't looked, but you can't actually set the ehalth of a player to higher then what his max health is. If the God crate os trying to set the health to 1000 or something, but the presets current max health is 150 then it won't work.
You can however set the max health, so you would have to set the max health to 1000 first then set health to 1000.

Exactly what I typed in my Source code about God Crate

Then how is possible in SSAOW 1.3 it works? Was modified objects file?