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Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sat, 02 Aug 2003 22:52:05 GMT

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Sn1per XLthe script is

```
-### Attach_Script,#, "M00_Damage_Modifier_DME", "0,1,1,0,0"
```

this will stop health at half.

That script makes the building take no damage at all...

And so you know the script?

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