

---

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

Posted by [Sanada78](#) on Sun, 03 Aug 2003 02:15:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I don't know of any scripts that'll do what you want but what ACK said seems the best way. Say you're going to have a structure with 500 HP. Set the Health and Health Max to about 100 and select "Blamo" as the skin. For the shield, set the ShieldStrength and ShieldStrengthMax to 400 and select something like "CNCStuctureHeavy" or whatever you want. That way it shouldn't blow up.

Only problem I've found with putting a shield on buildings is that they won't repair fully but I'm not sure if that was the problem.

---