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Subject: Re: [Scripts] Building Under Attack & Destroyed

Posted by [jnz](#) on Wed, 11 Feb 2009 13:31:10 GMT

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By the looks of the code, it will only display the message once. No matter if it's repaired to full health again.

Also you should make it so when it's first attacked it will show the warning, rather than waiting to get below a certain threshold.

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