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Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Wed, 24 Feb 2010 16:29:51 GMT

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reborn wrote on Wed, 24 February 2010 04:35 So wait, what you really want is to just stop people refilling really?

If it was possible to remove the refill PT icon, that would suit your needs?

I want to stop players from completely refilling even when they buy a new character. I don't know how I can explain this any better than I already have.

Tunaman wrote on Wed, 24 February 2010 09:16 He's saying he doesn't want people to get more health even if they buy a new character.

yes.

Lets says A player goes out and gets damaged by another player and they have 100 health and 50 shield. They go back to the pt and buy a new character that has more health then they currently have. Like an mendoza who has 200 health and 100 armor. When they exit the zone their health will just be set back to 100 health and 50 armor because they where damaged. ( Damage Value set to 1)

Lets say the player dies when they spawn they will have 100 heath and 100 armor. They can buy any character they wish that has more health and armor as long as they don't get damaged. ( Damage Value set to 0 )

raven wrote on Wed, 24 February 2010 09:40 store everyones health levels in an array and on purchase event set their health to that value

just a thought

I think that's more complicated then its needs to be. That would be a better way to do it though.

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