
Subject: Re: Can anyone help with LE?

Posted by [zunnie](#) on Sun, 24 Apr 2011 23:57:27 GMT

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You cant change the building h/a settings without saving it to a mapfile.
Saving it directly to objects.ddb doesnt work.

Other than that you can always use a script command to set the health type

I believe its something like

```
Set_Skin(obj,"blamo");
```

or something like that...

edit:

```
{  
  const char *skin;  
  skin = Get_Parameter("SkinType");  
  Set_Skin(obj,skin);  
  Commands->Set_Max_Health(obj,10000.Of);  
  Commands->Set_Health(obj,10000.Of);  
}
```
