
Subject: Scripts.dll Documentation

Posted by [gibberish](#) on Fri, 23 Jan 2004 02:16:35 GMT

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Ok how would one go about healing it,

I currently have:

```
float amount = Commands->Get_Health(obj);
```

```
if (amount>0)
```

```
    Commands->Set_Health(obj,(amount + ((amount + 100)/50)));
```

I couldn't find any calls like "Heal....." so what should I do ?

Thanks,

Gib
