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Subject: Mod problem.

Posted by [ch4ever](#) on Sat, 10 Jul 2004 11:55:53 GMT

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Hi there,

I have a problem with a mod.

When someone host the game he can see the builldings corectly but only he can! The others see the wrong energy on the builungs even the builing has full health it shows only that is has 40% . Why?

Could someone help me

Hope you understand what i mean sorry for my bad English...

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Subject: Mod problem.

Posted by [SuperFlyingEngi](#) on Sat, 10 Jul 2004 15:44:34 GMT

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Hi there,

I have a problem with my mod.

When someone hosts the game, he can see the building's health correctly, but no one else can! The other see the wrong amount of hit points on the buildings, for instance, if the building has full health, their screens show that it only has 40%. Why?

Could someone help me?

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Subject: Mod problem.

Posted by [Sir Phoenixx](#) on Sat, 10 Jul 2004 20:11:06 GMT

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SuperFlyingEngiThe others see the wrong...

The way he said that was actually correct...

It's either "The others see..." or "The other sees...", but not both. It depends on if the subject is plural or singular. Like "He sees dead people.", or "They see dead people."

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Subject: Mod problem.

Posted by [SuperFlyingEngi](#) on Sun, 11 Jul 2004 02:10:24 GMT

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I must have mis-typed that segment right there...you wouldn't actually know what the problem is with building health is, would you, Sir Phoenixx? Some of the buildings in Fjord [barracks and con yard] don't seem to be at full health when they actually are...

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Subject: Mod problem.

Posted by [PermaGrin](#) on Sun, 11 Jul 2004 04:48:09 GMT

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Do you people always need to turn a topic into an English class?

Sorry, I have no idea why your map does this. Maybe it is corrupt?

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