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Subject: Health

Posted by [ghost](#) on Sat, 17 Jun 2006 03:16:44 GMT

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I know this may sound funny, But i was looking for a script that would grant health to a character when you buy it. When you purchase the "nod cook" guy it only give you 100 health. But! when i adject it to 100 armor / 100 health and start the game its still at default.

Anyone know the script?

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Subject: Re: Health

Posted by [kooljason](#) on Sat, 17 Jun 2006 14:52:10 GMT

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you could give it M00\_GrantPowerup\_Created and then put in a health powerup in the Name box

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Subject: Re: Health

Posted by [LR01](#) on Sat, 17 Jun 2006 14:56:47 GMT

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do you work in a MIX?

cuse then you should temp it

Rengane reads the orginal cook and ignores yours

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Subject: Re: Health

Posted by [ghost](#) on Sun, 18 Jun 2006 02:16:57 GMT

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I tired it and it didnt work.

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Subject: Re: Health

Posted by [LR01](#) on Sun, 18 Jun 2006 09:27:07 GMT

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what didn't work?

srry, found out you cant temp serversided

maybay: JFW\_Change\_Model\_health

that should do the trick

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Subject: Re: Health  
Posted by [ghost](#) on Wed, 21 Jun 2006 04:00:22 GMT  
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LR01 wrote on Sun, 18 June 2006 02:27 what didn't work?  
srry, found out you cant temp serversided  
maybay: JFW\_Change\_Model\_health  
that should do the trick

I tried M00\_GrantPowerup\_Created and nothing happened.  
Then you pretty much said it "cant temp serversided"

And the new script didnt work. Ive notice theres two.  
One the characters... When you purchase them the armor goes from 100 to 0.

Unless i did it right:

Model: CnC\_GDI\_Grenadier\_0\_Secret  
Health: 100.000

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Subject: Re: Health  
Posted by [Whitedragon](#) on Wed, 21 Jun 2006 05:06:05 GMT  
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You don't need a script, just change it in objects.ddb. If that doesn't work then you're doing something wrong.

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Subject: Re: Health  
Posted by [ghost](#) on Wed, 21 Jun 2006 05:33:06 GMT  
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Impossible. I didnt do much other then switching some characters  
i.e Basic Grenader into CnC\_GDI\_Grenadier\_0\_Secret (navy girl).

Unless thats the problem?

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Subject: Re: Health  
Posted by [ghost](#) on Wed, 21 Jun 2006 16:35:41 GMT  
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SOrry about the double post but the edit button took forever to load.

Anyways, This idea worked when i gave some vechs some extra life and made it drop when killed.

What can cause this script to not work? As i said, i didnt do much other then changing some units around (they all work).

Perhaps the version of scripts.dll and scripts2.dll i put into my LE folder and those of my FDS?

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Subject: Re: Health  
Posted by [dead6re](#) on Wed, 21 Jun 2006 17:22:02 GMT  
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Do the presets have the appriate scripts attached?

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Subject: Re: Health  
Posted by [ghost](#) on Wed, 21 Jun 2006 17:52:13 GMT  
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Yes,

I used unit: CnC\_GDI\_Grenadier\_0\_Secret

Ive tried these scripts:

JFW\_Change\_Model\_health

M00\_GrantPowerup\_Created

Still nothing.

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Subject: Re: Health  
Posted by [reborn](#) on Wed, 21 Jun 2006 18:21:20 GMT  
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Whitedragon is right, you only need to change the health value of the preset in the objects.ddb file.

However it will show on the client as the original health. Shoot the person for a while and you will see that the health bar doesn't move, then all of a sudden it will start going down.. It is kinda deceiving.

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Subject: Re: Health  
Posted by [ghost](#) on Wed, 21 Jun 2006 18:36:20 GMT

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Hmm

I'll try that.

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