
Subject: Double players health
Posted by [Spyder](#) on Mon, 02 Oct 2006 19:26:22 GMT
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How can I make the players health the double amount like:
150 -> 300 when they pickup an object?

I need this for a special spawner.

Subject: Re: Double players health
Posted by [Jerad2142](#) on Mon, 02 Oct 2006 20:17:49 GMT
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Go to <http://sourceforge.net/projects/cparentools>, download the files there and then follow the instructions on what to do with the JFW scripts. In the ragewars scripts there is a script that will double your health.

Subject: Re: Double players health
Posted by [Spyder](#) on Mon, 02 Oct 2006 20:26:25 GMT
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Thank you!

Subject: Re: Double players health
Posted by [Veyrdite](#) on Tue, 03 Oct 2006 23:43:47 GMT
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it says "invalid project" on the page you linked to

Subject: Re: Double players health
Posted by [Jerad2142](#) on Wed, 04 Oct 2006 04:18:07 GMT
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Take the ", " off the end of the address.

Subject: Re: Double players health
Posted by [Veyrdite](#) on Fri, 06 Oct 2006 04:36:44 GMT
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shpanx, it works now
