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Subject: LE

Posted by [CdCyBoRg](#) on Thu, 16 Aug 2007 23:34:27 GMT

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What script do i use to Change the Max health of a building and set the health of the building as the same?

Dont tell me to goto settings and ajust it there, i need a script as i am using the object in other maps on the same server Thus meaning same objects File. Needs to be script

Please anyone, thanks in advance.

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Subject: Re: LE

Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 23:39:32 GMT

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Wait, I am confused. So your trying to change the maximum health of a structure for server side?

You should be able to change it manually in the building controller's settings. It will just show up with more health than it looks in game.

For example, if you change a turrets health to be more than current. Lets say it has 100 health, and you change it to 200. The turret will always show it having 100 health in game. The health bar will stay full until you hurt it below 100 health.

So if you hurt it to a point where it has 150 health, the health bar would remain full. It would only go down when it goes below 100 health.

I don't know why you would need a script to change health.

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Subject: Re: LE

Posted by [CdCyBoRg](#) on Fri, 17 Aug 2007 00:01:55 GMT

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Sorry, i mean Object, not building.

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