
Subject: wondering

Posted by [Jamie or NuneGa](#) on Tue, 25 Mar 2008 23:38:08 GMT

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Just wondering if anyone could make something that could be added client side to make the health bars adjust accordingly for the verteran system?

Sick of thinking I missed the tank when I didn't...

Subject: Re: wondering

Posted by [danpaul88](#) on Wed, 26 Mar 2008 09:13:09 GMT

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IIRC Jonwil tried to fix this in scripts.dll once before but it simply didn't work properly. I think the problem was the netcode just sends the *current* health value, not the maximum value, since the client already has that normally, and therefore the client does not know how full to draw the healthbar above the normal health/armour totals.

Subject: Re: wondering

Posted by [reborn](#) on Wed, 26 Mar 2008 09:13:25 GMT

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Nune wrote on Tue, 25 March 2008 18:38 Just wondering if anyone could make something that could be added client side to make the health bars adjust accordingly for the verteran system?

Sick of thinking I missed the tank when I didn't...

Different veteran systems grant different amounts of health. It would be hard to make a client mod to adjust for each different server mod.
