
Subject: HP/Shield points limited on FDS
Posted by [Omar007](#) on Fri, 26 Feb 2010 12:40:42 GMT
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I dont know whether you guys already figured this out but i never seen someone mention this.

If you create a preset with more then 2000 HP and/or Shields, on the FDS it will be limited to 2000 (meaning 4000 total hitpoints possible, no more) so you are already half-dead with a 4000/4000 character.

When i host a LAN game from ingame without FDS, it isnt limited and my unit shows 4000/4000 as it should.

This isnt really a priority but i figured you would like to know ^^

Subject: Re: HP/Shield points limited on FDS
Posted by [Sladewill](#) on Fri, 26 Feb 2010 15:15:06 GMT
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if u use powerups to set health it gets around this.

Subject: Re: HP/Shield points limited on FDS
Posted by [Omar007](#) on Fri, 26 Feb 2010 15:39:11 GMT
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Sladewill wrote on Fri, 26 February 2010 16:15if u use powerups to set health it gets around this.
Ah ok.
But the case i mean is when you build the presets with those settings in LE

Subject: Re: HP/Shield points limited on FDS
Posted by [Sladewill](#) on Fri, 26 Feb 2010 16:52:10 GMT
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i know what you mean, its annoying that you have to set it LE and not dynamically but oh well.

Subject: Re: HP/Shield points limited on FDS
Posted by [StealthEye](#) on Fri, 26 Feb 2010 21:13:59 GMT
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Has been fixed already.

Subject: Re: HP/Shield points limited on FDS
Posted by [Omar007](#) on Fri, 26 Feb 2010 21:14:35 GMT
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StealthEye wrote on Fri, 26 February 2010 22:13Has been fixed already.
Cool
