
Subject: Simple Objects and Damage Points
Posted by [SomeRhino](#) on Mon, 23 Jun 2003 17:31:26 GMT
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Does anyone know how to control the points given for damaging a "simple" object? It awards the right number of points for tank shells, but you get about 2 points per second when you attack with the minigun, and about 130 points a second for the flame tank. I've deleted all the .ini files before exporting, and no matter what value is in the "damage points," it always awards the same number of points. Help would be appreciated, thanks.

Subject: Simple Objects and Damage Points
Posted by [Captkurt](#) on Mon, 23 Jun 2003 17:33:21 GMT
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Subject: Simple Objects and Damage Points
Posted by [SomeRhino](#) on Mon, 23 Jun 2003 21:58:08 GMT
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Bah, nevermind. Objects are read from the level file, not the preset database, so you need to replace the old ones with the updated ones.
