
Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sat, 02 Aug 2003 19:03:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm testing around again and I'm searching for a script that will halt any damage to a building once it has reached a certain point in its health--basically so a building cannot be destroyed, however it can be repaired and damaged again infinitely, but it can only be damaged if it is repaired from that "point of no return." I intend on this to be attached to a neutral building controller.

There's a script like this in the tutorial mission attached to your player's havoc...preventing any way for you to die. Does anyone know of that script's name, so I can attach it to the building controller?

Subject: Script that prevents a building from taking further damage..

Posted by [Jaspah](#) on Sat, 02 Aug 2003 19:19:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know the script, Problem is: I uninstalled Renegade losing my C&C Drop files. The script is also in Taximes Drop Editor 2.

Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sat, 02 Aug 2003 19:27:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is it M00_Havoc_Unit?

It's not exactly what I want--I need the building to be able to take damage.

Subject: Script that prevents a building from taking further damage..

Posted by [Sn1per XL](#) on Sat, 02 Aug 2003 21:47:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

the script is

```
-### Attach_Script,#, "M00_Damage_Modifier_DME", "0,1,1,0,0"
```

this will stop health at half.

Subject: Script that prevents a building from taking further damage..

Posted by [Wild1](#) on Sat, 02 Aug 2003 22:42:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know what you are looking for. Its the script used for the switches in single player.

Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sat, 02 Aug 2003 22:52:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sn1per XLthe script is

```
-### Attach_Script,#, "M00_Damage_Modifier_DME", "0,1,1,0,0"
```

this will stop health at half.

That script makes the building take no damage at all...

And so you know the script?

Subject: Script that prevents a building from taking further damage..

Posted by [Wild1](#) on Sat, 02 Aug 2003 22:57:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know absolutely nothing about modding, skinning, scripting, etc. But I know what you are looking for. Repairable Bridges by any chance?

Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sat, 02 Aug 2003 22:57:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wild1 know absolutely nothing about modding, skinning, scripting, etc. But I know what you are looking for. Repairable Bridges by any chance?

Yup

Subject: Script that prevents a building from taking further damage..

Posted by [Aircraftkiller](#) on Sat, 02 Aug 2003 23:20:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why don't you just fiddle with the maximum health\armor settings? That's how you were prevented from killing that GDI Officer in the first mission, I do believe.

Subject: Script that prevents a building from taking further damage..

Posted by [Wild1](#) on Sun, 03 Aug 2003 00:39:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mendoza too, I think.

If you figure this out, it would be a great trigger.

Subject: Script that prevents a building from taking further damage..

Posted by [Sanada78](#) on Sun, 03 Aug 2003 02:15:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't know of any scripts that'll do what you want but what ACK said seems the best way. Say you're going to have a structure with 500 HP. Set the Health and Health Max to about 100 and select "Blamo" as the skin. For the shield, set the ShieldStrength and ShieldStrengthMax to 400 and select something like "CNCStuctureHeavy" or whatever you want. That way it shouldn't blow up.

Only problem I've found with putting a shield on buildings is that they won't repair fully but I'm not sure if that was the problem.

Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sun, 03 Aug 2003 02:47:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

That doesn't seem to work. I did what you said, Sanada, but the building would not repair and it appears to prevent my bridge from animating.

Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sun, 03 Aug 2003 03:18:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

I found the script!

MTU_Commando

No unseen sideeffects so far...gosh I hope they're aren't any!

Subject: Script that prevents a building from taking further damage..

Posted by [YSLMuffins](#) on Sun, 03 Aug 2003 03:37:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wh3333333!!!

<http://www.n00bstories.com/image.view.php?id=1096711860&gallery=486>

<http://www.n00bstories.com/image.view.php?id=1112476885&gallery=486>

<http://www.n00bstories.com/image.view.php?id=1191897732&gallery=486>

Subject: Script that prevents a building from taking further damage..

Posted by [Wild1](#) on Sun, 03 Aug 2003 04:31:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

New map, new map...

When do we get to play it?

Subject: Script that prevents a building from taking further damage..

Posted by [Jaspah](#) on Sun, 03 Aug 2003 16:16:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool, just make sure you have other ways to get to the other base, lol. The objective for both bases would be get rid of the bridge ASAP.
