Subject: Re: Unlimited ammo? And building health
Posted by Slash0x on Tue, 06 Sep 2005 08:00:33 GMT
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Naamloos wrote on Sun, 04 September 2005 18:33Uhmm, if they get damaged faster then you
messed something up yourself.

There are 2 ways to make structures indestructable... First would be to give them 0 health,
however i'm no server sided moding expert so I don't know how that will work incase you wanted
this for a server. (possably the game will end after load because all structures are destroyed, I
never tested this though)

Another way could be to change both 'Skin' and 'ShieldType' to 'blamo', this way the buildings
can't get damaged (unless someone uses a 'blamokiller' ammo type, but that's not possable
unless someone is cheating).
Set it up Blamo on Skin and Shield and put some value (usually 100) for the health value and the
shield value. That should make them indestructable. I think you can also edit the building prefix so
it doesn't associate with the buildings on the level, might want to try that. I haven't tried that
myself, but the logic works.

Good luck with that! KUDOS!