Subject: Re: Low Health
Posted by Genesis2001 on Wed, 06 Feb 2008 22:43:14 GMT
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reborn wrote on Wed, 06 February 2008 15:01Perhaps make the health value conditional an input parameter for the level edit guys rather then a fixed value?

In my experience, I've got bad luck with Script Parameters :/

But it wouldn't be hard to do it though....

~Zack