
Subject: Re: Unlimited ammo? And building health
Posted by [Naamloos](#) on Sun, 04 Sep 2005 22:33:16 GMT
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Uhhh, 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. (possibly 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).
