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Subject: Re: RenHawk - second public beta  
Posted by [warranto](#) on Mon, 05 Sep 2005 06:29:28 GMT  
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just in watching the previews, I've noticed that the buildings health does not decrease as it is hit, and remains at full after the building is destroyed.

edit: hmmm, watched the canyon one, and the building hit points worked properly in it.

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