
Subject: Re: scripts.dll 2.8 WIP update

Posted by [Titan1x77](#) on Thu, 25 May 2006 21:59:36 GMT

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add_health_on_custom and the set_health scripts aren't working properly...

they actually do add or subtract health and the max health seems to work too but a few issues.

it doesn't seem to work the same way the jfw_building_damage scripts work.

Those report damage, the add_set scripts don't.

Those will actually kill the building, the add_set scripts don't (they just set health to 0 and make it not targetable)

also with the add_set scripts when the building health disappears you can still buy characters or vehicles.
