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Subject: Re: Health

Posted by [ghost](#) on Wed, 21 Jun 2006 16:35:41 GMT

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SOrry about the double post but the edit button took forever to load.

Anyways, This idea worked when i gave some vechs some extra life and made it drop when killed. What can cause this script to not work? As i said, i didnt do much other then changing some units around (they all work).

Perhaps the version of scripts.dll and scripts2.dll i put into my LE folder and those of my FDS?

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