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Subject: Re: Health

Posted by [reborn](#) on Wed, 21 Jun 2006 18:21:20 GMT

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Whitedragon is right, you only need to change the health value of the preset in the objects.ddb file.

However it will show on the client as the original health. Shoot the person for a while and you will see that the health bar doesn't move, then all of a sudden it will start going down.. It is kinda deceiving.

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