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Subject: Re: Invulnerability

Posted by [BlueThen](#) on Thu, 09 Nov 2006 20:44:06 GMT

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dead6re wrote on Thu, 09 November 2006 03:05Wrong forum, use the "Mods " subforum next time.

What you can do is use the damage event in the scripts.dll and check to see who was damaged and set their health and shield back to the maxium after being hit.

Sorry, I was thinking about my FDS, and not OBJECT mod or anything like that :/

And how do I edit scripts.dll? I know there's a program... Visual Basics was it? Visual Basics won't install for me.

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