
Subject: Re: Little problem with LevelEdit & HP
Posted by [Zion](#) on Wed, 27 Dec 2006 01:30:36 GMT
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That's not sufficient information. You need to work out how many shots it would take to destroy a conventional building compared to the modified building(s). If it takes more then you have done it, if not, then you must have done something to the beacon.

Hint: Don't edit the MCTSkin, it'll drastically change how the building performs.
