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Subject: Re: All the Mission Scripts

Posted by [piotrkol1](#) on Sun, 01 Jul 2007 20:39:17 GMT

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Heh, well its nothing big I'm guess I'm just bein kinda picky. I am trying to make viechle wreckages on the map for some scenery/decoration kinda stuff. I added that script so you can still kill them half way so their armor is gone and I just think it looks better with the health meter completely full green instead of yellow. But, its nothing to big just something I was wondering about.

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