

---

Subject: Re: LE

Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 23:39:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Wait, I am confused. So your trying to change the maximum health of a structure for server side?

You should be able to change it manually in the building controller's settings. It will just show up with more health than it looks in game.

For example, if you change a turrets health to be more than current. Lets say it has 100 health, and you change it to 200. The turret will always show it having 100 health in game. The health bar will stay full until you hurt it below 100 health.

So if you hurt it to a point where it has 150 health, the health bar would remain full. It would only go down when it goes below 100 health.

I don't know why you would need a script to change health.

---