
Subject: Re: Low Health

Posted by [reborn](#) on Sun, 06 Apr 2008 15:56:29 GMT

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I would write a ::Damaged event for MDB_SSGM_Player and use the main part of Zack's function in there rather than attach this script to the player on ::Created.

Although attaching the script like:

```
Commands->Attach_Script(obj,"zbl_Health_Level","");
```

to the player object when he is ::Created should work (if the script works properly (which I think it does)).
