Subject: Script that prevents a building from taking further damage..
Posted by YSLMuffins on Sat, 02 Aug 2003 19:03:47 GMT

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I'm testing around again and I'm searching for a script that will halt any damage to a building once it has reached a certain point in its health--basically so a building cannot be destroyed, however it can be repaired and damaged again infinitely, but it can only be damaged if it is repaired from that "point of no return." I intend on this to be attached to a neutral building controller.

There's a script like this in the tutorial mission attached to your player's havoc...preventing any way for you to die. Does anyone know of that scripts name, so I can attach it to the building controller?