Subject: Re: Few questions Posted by YazooGang on Fri, 06 Nov 2009 20:27:39 GMT View Forum Message <> Reply to Message

I didnt read through all the replies but this is how you adjust how many points you earn by damaging an object.

So, what you do is goto level editor, then you select a preset in the objects tree and hit Mod. A windows comes up and you hit the Settings tab. And there are alot of options. Looking at this picture will explain what options you would need to change in order to get different amount of points when you kill or damage an object.

## File Attachments

1) damagepoints.JPG, downloaded	280	times
Edit object		×
General   Physics Model Settings Dependencies   Scripts   Transition	ons	
Health 300.000	÷	-
HealthMax 300.000	÷	
Skin CNCVehicleHeavy	•	
ShieldStrength 300.000	÷	
ShieldStrengthMax 300.000	÷	
Shield Type CNCVehicleHeavy	•	
DamagePoints 0.040	÷	
DeathPoints 25.000	<u></u>	
TranslatedNameID		
IDS_Enc_Vehic_Nod_APC_Name		
InfolconTextureFilename		
always\hud\targeting\vehicles\i_apc.tga		
Encyclopedia Type Vehicle	<u> </u>	<u> </u>
OK Cancel OK 8	: Propaga	ite