

---

Subject: HP/Shield points limited on FDS

Posted by [Omar007](#) on Fri, 26 Feb 2010 12:40:42 GMT

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

---

I dont know whether you guys already figured this out but i never seen someone mention this.

If you create a preset with more then 2000 HP and/or Shields, on the FDS it will be limited to 2000 (meaning 4000 total hitpoints possible, no more) so you are already half-dead with a 4000/4000 character.

When i host a LAN game from ingame without FDS, it isnt limited and my unit shows 4000/4000 as it should.

This isnt really a priority but i figured you would like to know ^^

---