Subject: Scripts.dll Documentation
Posted by General Havoc on Fri, 23 Jan 2004 19:14:50 GMT

I don't know exactly how that script works, but a guess from looking at the file would be that it increments the health of the building over time rather than setting it to it's maximum.

If you think about it, you have a nearly dead building then you suddenly give it full health, the game doesn't know that it's been healed, as you have sort of skipped the process. By setting the buildings health to equal it's current health plus a value, you are effectivly healing it by setting it health at a higher level each time until it's healed.

I am guessing the game doesn't know to play the agregates, as the agregates work by health level, if you have skipped the health level it normally plays on then you have effectivly jumped over the animation. Healing it will cycle backwards through the repair animations.

The same goes for killing building, if you set it's health to zero then you have skipped the destroying process of the game.