
Subject: Scripts.dll Documentation

Posted by [Dante](#) on Fri, 23 Jan 2004 19:31:35 GMT

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Apply_Damage (HGAMEOBJ obj,float damage,char *warhead,bool unk)

do this:

```
float amount = Commands->Get_Health(obj);
float repair_rate = 10
if (amount > 0) {
    Commands->Apply_Damage (object, repair_rate,"Repair",false);
}
```

that should fix all issues with that
