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Subject: Shield settings and buildings

Posted by [TheKGBspy](#) on Wed, 14 Apr 2004 19:57:39 GMT

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Quote:My tests seem to indicate that the game ignores shield settings for a building. Specifically, if you give a building a shield strength of 1000, a max shield strength of 1000 and a shield type of Blamo (blocks everything except BlamoKiller), you can still blow it up with an orca.

Can anyone shed any light on this?

Anyone know anything more about shield settings and buildings?

hum.. is that because of a modified armor.ini?

remember the bug where the flame trower can disarm c4? or flame weapon to crash the game?

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