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Subject: Shield settings and buildings

Posted by [Cpo64](#) on Thu, 15 Apr 2004 03:25:14 GMT

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The skin of a structure, or a object decides how much damage the "warhead" does. The Sheild will absorb, part, or all of the warhead's damage. If the Sheild is set to 1 it will absorb 100% of the warhead, until there is no armour left. If its set too 0 all the damage will be passed onto the skin. .5 will pass only 50% of the damage to the skin and so on.

Useing armour there is no way to make a building immortal. you would have to change the warhead settings, or the skin settings to cause this.

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