
Subject: No Tiberium Damage
Posted by [ReLoaDeD](#) on Mon, 15 Sep 2008 09:58:42 GMT
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Hey guys how can you make No Tiberium Damage with level edit.

when you walk in a tiberium field then you get damaged...
does someone know how to remove the damage.

Subject: Re: No Tiberium Damage
Posted by [Spyder](#) on Mon, 15 Sep 2008 11:35:53 GMT
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Just change the armor/skin type to: SkinChemSprayer

Subject: Re: No Tiberium Damage
Posted by [Jerad2142](#) on Mon, 15 Sep 2008 13:08:17 GMT
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Turn the tib surface's damage off in surfaceeffects.ini.

Subject: Re: No Tiberium Damage
Posted by [ErroR](#) on Mon, 15 Sep 2008 14:48:52 GMT
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Nero wrote on Mon, 15 September 2008 14:35Just change the armor/skin type to:
SkinChemSprayer
it's tiberiu shield i think also u can add mutant skin/armor so tib regens it's health.

Subject: Re: No Tiberium Damage
Posted by [futura83](#) on Mon, 15 Sep 2008 23:04:01 GMT
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ErroR wrote on Mon, 15 September 2008 15:48Nero wrote on Mon, 15 September 2008
14:35Just change the armor/skin type to: SkinChemSprayer
it's tiberiu shield i think also u can add mutant skin/armor so tib regens it's health.

IIRC that one is fulnerable to fire damage isn't it?

Subject: Re: No Tiberium Damage
Posted by [samous](#) on Mon, 15 Sep 2008 23:13:27 GMT
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"it's tiberiu shield i think " actually, the tib shield makes it so when you walk on the tib, it heals you, instead of just not doing damadge.

IDK if this would help, but i use this script manually all the time. it goes like the following in an ini or txt file:

```
-<time it starts> Attach_Script, <what unit it attaches to>, "M00_MutantHeal_Script_JDG"
```

the tib shield is just a power-up. if you need the manuall command to create it, it is:

```
-190 Create_Real_Object, 8, "POW_Tiberium_Shield", 1, "Cargo"
```

NOTE: power-up is useless with out levil edit effects, all it does is spawn the power-up, but you can't "GRAB" it.

and the chemspray guy armor should work, the chem spray's hp isn't regen when you walk on tib, and the armor doesn't take damadge, so it should work. try that first.

Subject: Re: No Tiberium Damage
Posted by [ReLoaDeD](#) on Tue, 16 Sep 2008 09:26:00 GMT
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Nero wrote on Mon, 15 September 2008 06:35Just change the armor/skin type to:
SkinChemSprayer

this worked Thanks
