## Subject: Re: Low Health
Posted by reborn on Wed, 06 Feb 2008 22:01:39 GMT

Nice effort, I like how you used the boolean. But I think Hex is right to be fair, the timer is quite combersome while the ::damaged event would probably prove allot more healthy for the CPU (I am guilty of this type of thing myself to be fair, don't get mad ).

But don't sweat it Zack, to be honest I don't really see anyone else contributing too much to the conversation.

Perhaps make the health value conditional an input parameter for the level edit guys rather then a fixed value?