
Subject: Re: (C++) float to GameObject
Posted by [reborn](#) on Sat, 17 May 2008 22:33:21 GMT
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```
float barhealth = Commands->Get_Health(Find_Soldier_Factory(1));  
// I want to halve the barrack health  
Commands->Set_Health((Find_Soldier_Factory(1)),(barhealth/2.0f));
```
