Subject: Health Bars
Posted by a000clown on Sat, 12 Jul 2008 08:22:16 GMT

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I was just wondering if it's possible to show the "real" max health when we modify the health/armor points of vehicles and other things.
For example, if I lower the max health of a Medium tank to 100, in the server it will look like it's heavily damaged even though it's at the max.

Not a big deal since it's purely cosmetics, but I thought it was worth asking