
Subject: Re: C&C_Last_Stand

Posted by [Titan1x77](#) on Fri, 27 Jan 2006 16:43:53 GMT

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dude#1, No building controller was needed for this repair pad, but if you wanted one.....A standard controller setup with your mesh prefix would work with the JFW_repair_zone script attached to a script zone all. You then have to send a custom upon death of the building controller to disable the script(jfw_death_send_custom)

Forgive me if those aren't the exact script names.

Kaiserpanda, the repair pad is part of the conyard...i could have separated it, but like i said I wanted the conyard to hold more value.

About the reduced rate....not sure, but perhaps Jonwil could look into sending a custom to the current repair buildings script to knock the rate in half once the power goes out, I'd be happy to use it in any future maps or for the Reborn conyard.

I think i could do it now with a combination of scripts...once the PP is down, remove the conyard scripts via a custom and attach a new script to it that has a lower rate.
