Jerad Gray wrote on Mon, 03 March 2008 11:00Dthdealer wrote on Fri, 29 February 2008 16:44MSwindows wrote on Sat, 01 March 2008 00:34Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probley would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.
Wha?

 If the daves arrow is lets say 1 hp below max, the engineer will always be repairing it.
 The daves arrow cannot be repaired or shot itself, as it does not collide with projectiles.

Script the building controller to repair the arrow when the building reaches full health.

Another (more complex) way, would be to attach a script (e.g.) "zbl_Obelisk_Repair" to the OB. Have that script report damage to the dave's arrow and deal damage to the dave's arrow with script (e.g.) "zbl_Obelisk_Damage_Repair" and this arrow would have that "M03_Repair_Target" script attached to it.

~Zack