Subject: scripts.dll 1.3
Posted by YSLMuffins on Sun, 14 Dec 2003 06:29:43 GMT

Here is my idea, basically: seeing how the ConYard repairs buildings, I'd like for the repair facility on my map to repair every GDI vehicle that is built from the War Factory (without the vehicle having to park on the Pad), but once the Repair facility is destroyed, automatic vehicle repairs are stopped.

Would this be possible? I've tried this before with the existing Conyard Repair script but the repair is not stopped with the destructrion of the Repair facility; I believe the problem lies with the fact that I can only supply the ID of the object in the preset library, not the ID of the object as it exists on the map. Does that makes sense?