## Subject: Well the problem is that there is no easy way for...
Posted by jonwil on Wed, 17 Dec 2003 22:02:16 GMT

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The repair bay to signal to all the vechicles that its been destroyed.
The Big Ugly Hack(TM) bit refers to the fact that, in theory, one could keep a list of all the vechicles in the game somehow and use that as a guide but it then means you need to handle "registering" vechicles that get created and also "unregistering" vechicles that get destroyed.

But the good news is that I have added (and tested) not one but THREE new scripts for doing repair bays.
One is for all vechicles
One is for all vechicles except for a few you specify (for example if you dont want airplanes to repair at the repair bay)
and One is for

It doesnt have any animations for repairing. But on the other hand, it doesnt have the nasty "Arc Bug" with the mines and the arc in the middle of the map and so on.