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Subject: Construction Yard Scripts, how do you get them to work?

Posted by [laeubi](#) on Mon, 17 Mar 2003 09:57:27 GMT

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Attach the Script: TDA\_Conyard\_Controller to your Conyardbuildingcontroller

Quote://TDA\_Conyard\_Controller

//

//Building1\_ID=0:int '1st building to disable

//Building2\_ID=0:int '2nd building to disable

//Building3\_ID=0:int '3rd building to diable

//Building4\_ID=0:int '4th building to diable

//Building5\_ID=0:int '5th building to diable

//Building6\_ID=0:int '6th building to diable

//Building7\_ID=0:int '7th building to diable

//Building8\_ID=0:int '8th building to diable

//Building9\_ID=0:int '9th building to diable

//Building10\_ID=0:int '10th building to diable

Then attach to every building that should be repaired by the conyard the script:

TDA\_Conyard\_Repair

Quote:// Repair\_Frequency:int how many ticks till it recieves 1 health

// Timer\_ID:int ID of the object it is attached to, will crash game if left blank.

Fill in every ID of buildingcontroller into the parameters of the fisrt script, or the repairing of Buldings don't stop, if the conyard gets destroyed.

and btw to use these scripts you needs the custom scripts you can downlaod here.

A readme how to install the scripts are included.

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