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

Posted by [Aircraftkiller](#) on Mon, 17 Mar 2003 09:58:40 GMT

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Attach the TDA_ConYard_Controller script to the Construction Yard in question.

Gather the building ID of every structure or vehicle (e.g., Turret, Guard Tower) you want to be repaired and punch the numbers into the Construction Yard script.

Then apply the TDA_ConYard_Repair script to said structures or vehicles... Punch their building IDs in for the Timer_ID and you're all set.

Repeat for the other team.
