Subject: JFW_Repair_Zone
Posted by Cpo64 on Tue, 06 Feb 2007 23:14:41 GMT
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Has anyone been able to get this working?
I applied the script to a script_all_zone, set it up for team 0 (nod) to repair 10, and a distance of 1,
but it doesn't do anything, I then set the team to 2 (all), still does nothing...

Can't figure out what I'm doing wrong >.<

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Subject: Re: JFW_Repair_Zone
Posted by Gen_Blacky on Tue, 06 Feb 2007 23:46:26 GMT
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i never tryed using the script zone/repair thingy

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Subject: Re: JFW_Repair_Zone
Posted by Cpo64 on Wed, 07 Feb 2007 21:15:10 GMT
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Has anyone ever used this script? o.O

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Subject: Re: JFW_Repair_Zone
Posted by Jerad2142 on Wed, 07 Feb 2007 21:18:32 GMT
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Make the distance bigger, the distance makes a circle radius for the zone, at 1 its possible the
zone isn't reaching the origin of the vehicle, try 10 and if nothing happens at all I will look into it.

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Subject: Re: JFW_Repair_Zone
Posted by Cpo64 on Wed, 07 Feb 2007 21:23:41 GMT
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so the distance is caculuated from the centre of the zone, and being inside the zone has no real
effect?

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Subject: Re: JFW_Repair_Zone
Posted by Cpo64 on Wed, 07 Feb 2007 21:33:24 GMT
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That got it working. Thanks.

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