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Subject: Applying Scripts

Posted by [Sanada78](#) on Mon, 20 Sep 2004 22:10:38 GMT

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I have two things I'd like to use in my map...

1. I want the GDI/Nod Construction Yards to repair all buildings in the teams base. This includes vehicle structures such as the Turret.

2. I want the Repair Facilities to work correctly, using the script that fixes the mine issue.

I don't really know what I'm doing with these scripts. I know how to attach them, but don't which object to attach them to or which script to attach. I have the latest scripts.dll (1.9.3) in the mod folder along with the original scripts.dll renamed to "scripts2.dll".

Thanks.

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