
Subject: Re: scripts.dll 2.4 is out

Posted by [Oblivion165](#) on Mon, 06 Mar 2006 20:39:18 GMT

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By now we should really have a script that makes a Engineer repair a scriptzone.

I know your Engineer_Target and Repair, work off of a "scream" that only the Engineer_Repair holder can hear, but it requires the logical sound, and all that mess.

Is it possible to have an engineer just stand there and repair a script zone?
