
Subject: Re: bots repair buildings

Posted by [nopol10](#) on Wed, 21 Jun 2006 09:01:54 GMT

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I do remember using a JFW_Engineer_Repair and JFW_Engineer_Target.

From the scripts.dll readme file JFW_Engineer_Target (clone of M03_Engineer_Target)

JFW_Engineer_Repair (clone of M03_Engineer_Repair)

Repair_Priority (priority for repairing)

To prevent the problem where when you get out of a vehicle, it is no longer being repaired by the bots, use NH_SetTeam_OnLeave, it should work.

Also, in addition, JFW_Engineer_Target has been modified to check the Shield Strength (i.e. armour) of the object in addition to the health.

The repair object can be any vehicle or infantry that has a repair gun weapon and wheels/legs/tracks/whatever so it can move.

Also, there is a limit to how far away the repair script will detect a damaged target (since I can't find the sound presets it's using, I can't identify how far that is)

It didn't seem to work when I tried though.
