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Subject: Re: Character Repair and other Repair Zones  
Posted by [The Executor](#) on Tue, 12 Feb 2008 16:48:19 GMT  
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Hey maybe I could add the script M07\_Thunder\_Unit so then it will follow the player, because I noticed that when I attach the script to the player and then I move the enggie will not follow me. Like if I take a hit then and I am standing still he will run over to me and repair me but then if I move before I am fully repaired then he will just stand there and keep shooting the repair beam into blank space intill I am fully repaired. Weird, anyway next question.

Is there a way to get a bot enggie to repair a building? Do I attach the script M03\_Enggneur\_Target to the building controller or do I attach it to a daves arrow and then put it in front of the MCT or wherever...I am guessing the contoller but I could be wrong, any help or ideas?

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