
Subject: Re: Players versus AI

Posted by [Veyrdite](#) on Fri, 29 Feb 2008 09:38:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

To make the engines repair the MCT, make a daves arrow right against the front of the MCT with 1hp (or more) less than its total, then attach M03_Repair_Target to it, and attach M03_Repair to the engineer.

Probably not the exact script names, something along those lines.

EDIT:

RenhelpM03_Engineer_Repair

Unit with attached script will attempt to repair objects with "M03_Engineer_Target" attached to them when they are damaged.

M03_Engineer_Target

Object that objects with "M03_Engineer_Repair" attached will attempt to repair.
