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Subject: Re: Players versus AI

Posted by [The Executor](#) on Fri, 29 Feb 2008 13:34:43 GMT

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Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probly would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.

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