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Subject: Re: Players versus AI

Posted by [Veyrdite](#) on Fri, 29 Feb 2008 23:44:03 GMT

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MSwindows wrote on Sat, 01 March 2008 00:34 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 probley 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.

Wha?

If the daves arrow is lets say 1 hp below max, the engineer will always be repairing it. The daves arrow cannot be repaired or shot itself, as it does not collide with projectiles.