
Subject: Scripts.dll Documentation

Posted by [gibberish](#) on Sat, 24 Jan 2004 04:19:22 GMT

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ROFL, You forgot the minus sign.

Anyway the code works if building repair is on, but what I was trying to achieve was having buildings auto repair, so I could turn off manual building repair.

Anyway the following code worked:

```
Commands->Set_Health(obj,(amount + ((amount + 100.0) / 50.0));  
Commands->Apply_Damage (obj, 0.0,"Repair",false);
```

Thanks,
Gib

PS I am still looking for documentation if anyone has some.
