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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Fri, 27 Feb 2004 01:07:16 GMT

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As for the engineer scripts, because its too difficult to implement a suitable algorithm for determining which building to repair (i.e. one that doesnt have the engineer moving all over the map all the time and never actually repairing), I am implementing things so that each engineer can only repair one building (specified in the script)

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