
Subject: Repair Turrets?

Posted by [jonwil](#) on Mon, 15 Mar 2004 12:43:53 GMT

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The best answer to this problem is to use JFW_Engineer_Repair on the repair turret and JFW_Engineer_Target on all presets which should be repaired.

Also, you need to use NH_SetTeam_OnLeave on all the vehicles to make sure they continue to be repaired even afte someone gets into and then back out of them.
