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Subject: scripts.dll 1.5.1/1.6

Posted by [jonwil](#) on Sun, 11 Apr 2004 04:12:10 GMT

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I have had to abandon the script idea of checking for repairing vs not repairing because there is no way to make it work in all situations. I can detect each time a building is shot with the repair gun but I don't know when the repairing stops. (in fact, it's hard to define when it stops because it may stop when someone stops firing and then start again shortly after)

but for the idea I had, I can use this new script idea: `JFW_Damaged_Send_Custom_Amount`. Basically, this script takes one flag for greater than or less than and another value for the damage amount. Then, it will send the custom based on the greater than or less than flag and whether the damage amount is greater than or less than the amount specified.

So, what you can do is to have `JFW_Damaged_Send_Custom_Amount` send a custom only when `damage < 0` (i.e. repairing is happening). Then, you can have it so that you have a very short animation (just 2 fast frames of e.g. an icon blinking from on to off) then use that animation with `JFW_Set_Animation_On_Custom` and set loop to false.

So, with just 2 scripts, you can have visual cues that a building is being repaired.

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