
Subject: Applying Scripts

Posted by [Sanada78](#) on Mon, 20 Sep 2004 22:10:38 GMT

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I have two things I'd like to use in my map...

1. I want the GDI/Nod Construction Yards to repair all buildings in the teams base. This includes vehicle structures such as the Turret.

2. I want the Repair Facilities to work correctly, using the script that fixes the mine issue.

I don't really know what I'm doing with these scripts. I know how to attach them, but don't which object to attach them to or which script to attach. I have the latest scripts.dll (1.9.3) in the mod folder along with the original scripts.dll renamed to "scripts2.dll".

Thanks.

Subject: Applying Scripts

Posted by [Sanada78](#) on Tue, 21 Sep 2004 22:09:30 GMT

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Can anyone help?

I looked through the scripts, but can't seem to find the right one. For the ConYard Repair Script, I think there are many variations, but don't know which one is right for the job.

Subject: Applying Scripts

Posted by [theplague](#) on Wed, 22 Sep 2004 07:55:10 GMT

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if conyard alive then repair buildings by team?

attach script to turrent, a loop which checks id conyard is alive

Subject: Applying Scripts

Posted by [Sanada78](#) on Wed, 22 Sep 2004 21:00:12 GMT

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Which script though?

I was thinking of using this script for the ConYard:

JFW_Conyard_Vehicle_Buildings

There are Turrets and Guard Towers that are part of the bases too.

The Conyard Repairs, but the other structures don't. I'm confused by the parametres. What is meant by "Custom"?

Subject: Applying Scripts

Posted by [zunnie](#) on Thu, 23 Sep 2004 12:28:39 GMT

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Attach the script M10_Conyard to the Construction Yard building.

On all other buildings you want to have repaired by the Conyard attach the script:

M10_Conyard_Repair

a good repair value would be 0.015 or 0.010 or something similar.

[zunnie]

Subject: Applying Scripts

Posted by [Sanada78](#) on Thu, 23 Sep 2004 23:17:33 GMT

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I decided to just use Dante's ConYard script, don't know how to get the other one working.

I've finished the map now, but have no where to upload it. Can't get into my renstation account anymore.

Subject: Applying Scripts

Posted by [jonwil](#) on Thu, 23 Sep 2004 23:30:52 GMT

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you want to put JFW_Conyard_Vehicle_Buildings on the conyard and JFW_Repair_On_Custom on the things that are non-movable buildings that should be repaired (e.g. in normal ren, that would be gun turrets)

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Posted by [Sanada78](#) on Thu, 23 Sep 2004 23:40:51 GMT

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OK, I'll try that if I release the next version.

BTW: Jonwil, you wouldn't happen to know which script fixes the client proxy mine/timed C4 issue

with the Repair Pads?

Subject: Applying Scripts

Posted by [zunnie](#) on Fri, 24 Sep 2004 09:04:43 GMT

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Sanada78l decided to just use Dante's ConYard script, don't know how to get the other one working.

I've finished the map now, but have no where to upload it. Can't get into my renstation account anymore.

Do you have mIRC? Come on irc.n00bstories.com #FanMaps1 sometime plz
my msn is zunnie@fanmaps.net ill host the maps for you

[zunnie]

Subject: Applying Scripts

Posted by [jonwil](#) on Fri, 24 Sep 2004 09:30:22 GMT

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try JFW_Repair_Zone for that.
