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Subject: respawn when repaired  
Posted by [ukshoot](#) on Mon, 04 Sep 2006 15:48:24 GMT  
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how do you set up the script TFX\_Replace\_When\_Repaired script to work on sam sites..

and no Kamuix the person at the fishhut does not know how, nether does the fish shop

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Subject: Re: respawn when repaired  
Posted by [LR01](#) on Mon, 04 Sep 2006 15:49:52 GMT  
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Why doesn't it work like normal vec?

(except that it get stuck in the remains of the SAM site)

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Subject: Re: respawn when repaired  
Posted by [ukshoot](#) on Mon, 04 Sep 2006 16:10:54 GMT  
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no it doesnt the samsite just flops down and has 0 health but can be repaired but not back to working order

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Subject: Re: respawn when repaired  
Posted by [LR01](#) on Mon, 04 Sep 2006 16:35:26 GMT  
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I think you first need to get the SAM site to be blown up completly (gone)

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Subject: Re: respawn when repaired  
Posted by [Spetz5](#) on Tue, 05 Sep 2006 00:29:03 GMT  
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Well if you blow it up completly, whats left to repair?

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Subject: Re: respawn when repaired  
Posted by [jnz](#) on Tue, 05 Sep 2006 00:45:58 GMT  
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Spetz5 wrote on Tue, 05 September 2006 01:29 Well if you blow it up completly, whats left to repair?

i was thinking exactly the same thing, maby the samsite turns into a shell?

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Subject: Re: respawn when repaired  
Posted by [ukshoot](#) on Tue, 05 Sep 2006 09:18:36 GMT  
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when the samsite is destroyed the gun just drops down it can be reapired but it will not turn back into the working samsite...

how do i make it return to normal?

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Subject: Re: respawn when repaired  
Posted by [danpaul88](#) on Tue, 05 Sep 2006 11:11:36 GMT  
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Quote: =====  
=====

```
; ***** [Script Name] TFX_Replace_When_Repaired
```

```
=====
```

[Description]

- Creates an object at the position where another object has been repaired to 100% health & armor, and destroys the repaired object. This is useful if you want to drop a player vehicle where a destroyed one has been repaired.

[Parameters]

- PresetName (The preset that will be created)
- DropHeight (The height above the repaired object where the new one will be created)
- SameFacing (If "1" the dropped object will have the same facing as the repaired one)
- HealthPercent (The dropped object will have the given percentage of its maximum health)
- ArmorPercent (The dropped object will have the given percentage of its maximum armor)

[NOTES]

- NONE

From the readme file that comes with scripts.dll, readme12.txt I think, or it could be 13, cant remember. Anyway, this should help you to use it.

Remember: PresetName is the preset name of the SAM site model which is NOT destroyed. Attach this to the preset of the destroyed SAM site model.

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Subject: Re: respawn when repaired  
Posted by [ukshoot](#) on Tue, 05 Sep 2006 13:51:07 GMT  
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is the preset cnc\_nod samsite ? or something else like the value 34234234

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Subject: Re: respawn when repaired  
Posted by [LR01](#) on Tue, 05 Sep 2006 15:40:16 GMT  
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When the SAM site dies, doesn't the explosion remains?  
and with Quote: I think you first need to get the SAM site to be blown up completly (gone)  
I mean that, the SAM site needs to work like a normal vec, witches blow up to

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Subject: Re: respawn when repaired  
Posted by [ukshoot](#) on Wed, 06 Sep 2006 08:57:37 GMT  
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cant you do it so the shell gets repaired instead of it been completly destroyed?

if so HOW ?

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Subject: Re: respawn when repaired  
Posted by [LR01](#) on Wed, 06 Sep 2006 13:45:50 GMT  
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don't know

srry

(mabay it is its explosion?)

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