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Subject: Character Repair and other Repair Zones  
Posted by [The Executor](#) on Mon, 11 Feb 2008 17:59:59 GMT  
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Okay I have a problem and a question:

PROBLEM:

When I make a script\_Zone\_All and I add the script JFW\_Repair\_Zone and fill in the parameters it does not repair the character, vech, or whatever. So what am I doing wrong?

QUESTION:

Is there a way to make a bot enggie follow you around the map and when you loose hp or armor they repair you? This is for an SP map and or Multiplayer Practice.

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Subject: Re: Character Repair and other Repair Zones  
Posted by [crazfulla](#) on Mon, 11 Feb 2008 19:05:23 GMT  
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Repair scripts work only on vehicles as I understand you may need to use health regen or somthing for inf.

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Subject: Re: Character Repair and other Repair Zones  
Posted by [mr£Ä\\$Ä-z](#) on Mon, 11 Feb 2008 21:42:10 GMT  
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(1) Maybe you can add the script "M03\_Engineer\_Target" to a player ( I forgot the Real scriptname )then engineer should attack you

(2) or you Spawn as Nod a GDI Soldier im sure he will be glad to Heal you (>\_>)

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Subject: Re: Character Repair and other Repair Zones  
Posted by [cnc95fan](#) on Mon, 11 Feb 2008 22:52:57 GMT  
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(2) Follow\_The\_Mobious.. Not sure if thats perfectly right or not..

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Subject: Re: Character Repair and other Repair Zones  
Posted by [The Executor](#) on Tue, 12 Feb 2008 16:48:19 GMT

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Hey maybe I could add the script M07\_Thunder\_Unit so then it will follow the player, because I noticed that when I attach the script to the player and then I move the enggie will not follow me. Like if I take a hit then and I am standing still he will run over to me and repair me but then if I move before I am fully repaired then he will just stand there and keep shooting the repair beam into blank space intill I am fully repaired. Weird, anyway next question.

Is there a way to get a bot enggie to repair a building? Do I attach the script M03\_Enggneir\_Target to the building controller or do I attach it to a daves arrow and then put it in front of the MCT or wherever...I am guessing the contoller but I could be wrong, any help or ideas?

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**Subject: Re: Character Repair and other Repair Zones**

Posted by [LR01](#) on Tue, 12 Feb 2008 16:56:14 GMT

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MSwindows wrote on Tue, 12 February 2008 17:48

Is there a way to get a bot enggie to repair a building? Do I attach the script M03\_Enggneir\_Target to the building controller or do I attach it to a daves arrow and then put it in front of the MCT or wherever...I am guessing the contoller but I could be wrong, any help or ideas?

I thought it was the daves arrow

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**Subject: Re: Character Repair and other Repair Zones**

Posted by [The Executor](#) on Tue, 12 Feb 2008 16:59:52 GMT

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Well I don't think so because the arrow would have no idea if the building takes damage, like the bot would only heal the arrow if it took damage and since it is not linked to the building then there is no way it could tell if it was taking damage or not. So is there any more ideas or thought on how to go about doing this?

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**Subject: Re: Character Repair and other Repair Zones**

Posted by [LR01](#) on Tue, 12 Feb 2008 17:31:53 GMT

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I don't know if it possible to have a AI engi only rep a building when it is damaged, if it is, I never saw it done, but that could me just me

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Subject: Re: Character Repair and other Repair Zones  
Posted by [renalpha](#) on Tue, 12 Feb 2008 19:16:15 GMT  
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LR01 wrote on Tue, 12 February 2008 11:31I don't know if it possible to have a AI engi only rep a building when it is damaged, if it is, I never saw it done, but that could me just me correct, but it should be able coz its done in the singleplayer, just look up the scripts what they do.

it was the snowlevel with the powerplant

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Subject: Re: Character Repair and other Repair Zones  
Posted by [The Executor](#) on Tue, 12 Feb 2008 20:21:52 GMT  
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errr no that is just an enggie spawned to stand in the MCT room, because when you hit the building it takes no damage there is a script attached to the PP controller telling it to only take damage from the MCT only and not from the exterior, but I could be wrong. Could anyone check for me?

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