

---

Subject: repair pads

Posted by [--oo00o00oo--](#) on Fri, 17 Oct 2003 17:47:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i made a map with a neutral repair pad that heals both teams. turns out that u still need to kill the pad to win the game by destroy the enemy base. is there a way i can make it so the pad does not need to be destroyed in order to win?

---

---

Subject: repair pads

Posted by [m1a1\\_abrams](#) on Fri, 17 Oct 2003 18:40:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Why does it have to be a building? Can't you make it so that it's just an object on the map that happens to be in the same place as the repair zone?

---

---

Subject: repair pads

Posted by [--oo00o00oo--](#) on Fri, 17 Oct 2003 19:21:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

but u need a repair pad controler dont u, to amke vehicles be able to repair?

---

---

Subject: repair pads

Posted by [--oo00o00oo--](#) on Fri, 17 Oct 2003 19:41:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ignore this, i found what i needed

---