
Subject: scripts.dll 0.98 RC is out

Posted by [Anonymous](#) on Thu, 26 Dec 2002 21:01:00 GMT

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Well, here's what I did: (btw I can't get the buildings to stop repairing--what do you mean by "controller ID"? Do you mean something like 491530012?) I placed the Refinery controller on the map, double clicked it, and attached the ConYard repair script to it on the script tab. I also attached the Conyard controller script to the GDIConyard controller, but I didn't put the right ID, I think. Is that what the problem is? [December 26, 2002, 21:02: Message edited by: YSLMuffins]
