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Subject: scripts.dll 0.98 RC is out

Posted by [Anonymous](#) on Thu, 26 Dec 2002 20:36:00 GMT

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hmm, now that is an eerie bug...but.. did you put the conyard controller on a building...the BuildingIdX=0:int is the ID of a building controller that you want to disable the repair script on when the conyard is destroyed... i.e. the agt controller's IDfor each building on the map, fill in another BuildingIdX hope that helps, let me know about that, and yes... right now they only work on .pkg (Vive le Revolution)

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