Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 20:17:00 GMT
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Cool, I got the buildings to repair, but not to stop repairing.   I'm a little confused on what to enter for "TDA_Conyard_Controller".This: "Building1_ID=0:int '1st building to disable"And This: "Timer_ID:int ID of the object it is attached to, will crash game if left blank." must be the same I think but what do I enter? I tried using numbers but that hasn't worked. (I gave all GDI buildings different even numbers 2,4,6,8 and Nod odd ones 1,3,5,7) Each building repairs at the same rate, 3. Con Yards do not repair themselves. Whats the right way to set this all up? I'm using TEMP controlers, if that makes any difference.These scripts are so cool!Triforce