
Subject: OK, How do I get the Repair working correctly
Posted by [Anonymous](#) on Sun, 03 Nov 2002 17:19:00 GMT
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I need to know which of the buildings pack files I needed to make the repair pad with all the damage aggregates. currently I am using just the pad itself without the aggregates, when I add the building controller it doesn't give me a Healthbar or EVA alert, or repair. I added the repair scriptzone and the controllers, Nods only repairs Nod and GDI only repairs GDI. But no Healthbar or EVA or aggregates or anything. What's all the GMAX files I needed and how do I get it working right?
