
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [YSLMuffins](#) on Sat, 17 Jul 2004 21:52:01 GMT

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jonwilok, having found GameObjManager::BuildingGameObjList, I am now doing 2 things. 1.a new construction yard script that doesnt need to know the IDs of the buildings beforehand and 2,change the plan for JFW_Building_Damage_Controller so that it too doesnt need the building IDs hardcoded.

I am also possibly going to add some new script commands to deal with buldings. (for exampe one to find the nearest building of a particular team to a given location and maboe others, dont know yet)

Could that mean that my original Repair Facility idea could be doable?

I have another idea, though. 'JFW_Regenerate_Health_Conditional'; this script repairs the health of whatever it is attached to as long as an actual object ingame is alive. Perhaps parameters could be ID, the ID of the object to monitor?
