Subject: Re: repair station?
Posted by Oblivion165 on Wed, 01 Mar 2006 19:47:43 GMT
View Forum Message <> Reply to Message

Player_Type 0 = GDI 1 = NOD 2 = Both (1 and 0 maybe reversed)
Repair_distance = Distance to repair around the center of the scriptzone.
Repair_health = Health given every second or so.