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Subject: Re: bots repair buildings

Posted by [sycar](#) on Tue, 20 Jun 2006 19:52:29 GMT

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looked at that script, but didn't have a clue about half the parameters required. Like start\_25 and number\_25 etc. I mean wtf? I was thinking, is there a script to get a bot to attack an object, because what i could do is, on building damage the bot is coded to "attack" the mct of that relevant building.

Any ideas if there is this sorta script?

Cheers for all your help!  
buffymaniack

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