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Subject: Re: bots repair buildings

Posted by [jonwil](#) on Thu, 22 Jun 2006 12:38:39 GMT

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For scripts.dll 2.9 (whenever that is), I can look into adding a script that would handle this. Basicly, you would place a daves arrow or similar at a location that intersects with the building you want to repair (e.g. put it inside/next to the MCT) and the bot would attack that daves arrow whilst still checking the buildings health.

Assuming the arrow was in the right place, the beam would hit the desired target area.

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