Subject: Re: Character Repair and other Repair Zones
Posted by The Executor on Tue, 12 Feb 2008 16:59:52 GMT
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Well I don't think so because the arrow would have no idea if the building takes damage, like the bot would only heal the arrow if it took damage and since it is not linked to the building then there is no way it could tell if it was taking damage or not. So is there any more ideas or thought on how to go about doing this?