
Subject: Re: Skirmish Revamped

Posted by [Spyder](#) on Mon, 23 Jun 2008 18:10:09 GMT

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Ok the repair scripts are now working. But there is some small problem.....The engineers and stuff are following and repairing the tanks, but they are still walking over the tiberium . Any script to make them avoid tiberium? Or should I just change their armor type to: Skin Chem Warrior?

Also, it seems that the tanks only start following their waypaths after they have been shot once...Any way to fix this?

And now the biggest problem of all:

Vehicles and infantry not spotting stealth units until revealed or at a range of 30 feet.
