Subject: Re: Skirmish Revamped
Posted by Spyder on Tue, 24 Jun 2008 08:15:38 GMT

Ok, so i've been trying some stuff. I have been trying stuff with hotwires repairing a building. My idea was this: You put a script zone over the Master Control Terminal. Then you add a script: JFW_Attach_Script_Custom. Then the script: M03_Engineer_Target wil be added as soon as the custom message is received. Then I added the script: JFW_Damaged_Send_Custom to the Advanced Guard Tower building controller which is supposed to send the message to the script zone as soon as it's damaged. But for some reason the hotwire isn't repairing the script zone area when the Advancde Guard Tower is damaged.

Does anyone know a working method, or can someone tell me what i'm doing wrong?