
Subject: Why is it that repair units can not repair themselves?

Posted by [gibberish](#) on Wed, 23 Jun 2004 22:54:25 GMT

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Loads of games do it:

- Renegade
- Original C&C
- Warcraft/Starcraft
- Ground Control.

You can get a repair/medic unit that often can repair infantry, vehicles or both. However they don't self repair (eg. Hotwire can't heal herself *).

My question is why?

In all of these games you can get two of the units and they can repair each other so as a commander it just means you always have to move them round in pairs.

If the argument is that the unit would be too powerful if you allow it to self repair why let a second identically unit repair it?

* - I know there is a C4 bug with Renegade which lets hotwire heal but it was not the intent of the original programmers.
