Subject: repair station?
Posted by ghost on Sat, 25 Feb 2006 01:18:42 GMT
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How would i get the repair stations like on Glacier and such to a map like Field?

Or if not a script to have a area vech repairable

Subject: Re: repair station?
Posted by Kamuix on Sat, 25 Feb 2006 02:22:24 GMT
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JFW_Heal_Zone Or you might beable to use a damage zone. Just change the damage to -Something.

Subject: Re: repair station?
Posted by Major Mike on Sat, 25 Feb 2006 03:40:34 GMT
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Won't that repair infantry units too? I'm not sure which script it is but I wanted to point that out. I could be wrong though.

Subject: Re: repair station?
Posted by Kamuix on Sat, 25 Feb 2006 03:48:00 GMT
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Major Mike wrote on Fri, 24 February 2006 22:40Won't that repair infantry units too? I'm not sure which script it is but I wanted to point that out.

Lol yea I guess it would. And it would repair enemies And it would still work when that buildings destroyed so screw using that one

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Subject: Re: repair station?
Posted by jonwil on Sat, 25 Feb 2006 05:33:49 GMT
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If you want a repair bay, use JFW_Repair_Zone, its designed for that purpose.

Subject: Re: repair station?
Posted by ghost on Sat, 25 Feb 2006 21:40:26 GMT
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jonwil wrote on Fri, 24 February 2006 21:33If you want a repair bay, use JFW_Repair_Zone, its designed for that purpose.

Player_Type
Repair_distance
Repair_health

what should i put on these to so it repairs 2 Health per second.
ALso isnt it possible to add the texture for the repair station like on glacier"??

Subject: Re: repair station?
Posted by danpaul88 on Sat, 25 Feb 2006 22:18:05 GMT
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its not a texture, its a building...

import the repair pad into your map and use the building controllers for the repair pads, along with a repair zone (i think thats in objects -> simple, not sure. Wherever the tiberium zones are)

Subject: Re: repair station?
Posted by Oblivion165 on Wed, 01 Mar 2006 19:47:43 GMT
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Player_Type 0 = GDI 1 = NOD 2 = Both (1 and 0 maybe reversed)
Repair_distance = Distance to repair around the center of the scriptzone.
Repair_health = Health given every second or so.