
Subject: Problems with ConYard Repair Scripts
Posted by [Anonymous](#) on Wed, 12 Feb 2003 02:26:00 GMT
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I've been trying to get these two scripts right and have yet to do so. Heres my problems: The Conyard one seems to have no effect at all, I've attached all my base buildings icons ID's to it, yet they still repair after the CY is gone. Also, I made TEMPS of all the icons so I could attach the scripts and still export in Mix, is the right thing to do? The Repair script does what it says, repairs, only a little too much. If you place the # for the timer ticker greater than -1, buildings will repair themselves after they have been destroyed. They don't fuction anymore, but you still get points. setting the timer to anything below 0 fixes this problem, but buildings become almost impossible to kill because of lightning fast repair speeds. So, what have I messed up? If I need to clairify, just ask. Triforce

Subject: Problems with ConYard Repair Scripts
Posted by [Anonymous](#) on Wed, 12 Feb 2003 06:01:00 GMT
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you must use 2 scripts to get that work, contact me, or write a topic in my modding baord and I'll explain it to you (I must go off now, sorry)
