
Subject: Engineer Script Questions

Posted by [Spike](#) on Fri, 15 Aug 2003 05:46:17 GMT

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1) Is there a script that would make it so when u went up to an engineer on your team and talked to him, (use) and he would repair you?

2) I tried using the M03_Repair and M03_Target scripts and they worked fine but the nod engineers would repair the gdi ppl when they got hurt and vis versa with the gdi engineers, how would you fix this?

Any help would be much appreciated

Subject: Engineer Script Questions

Posted by [warranto](#) on Fri, 15 Aug 2003 06:05:19 GMT

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try adding a friend/foe script to them.

Subject: Engineer Script Questions

Posted by [Spike](#) on Fri, 15 Aug 2003 06:15:18 GMT

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which script would that be? Or do you mean just add one that tell it todo something as gdi or nod?

Subject: Engineer Script Questions

Posted by [Spike](#) on Fri, 15 Aug 2003 06:34:06 GMT

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I was also wondering if it would be possible to talk to an engineer or whatever and make him follow you, and talk to him again and he stops following you, i think it would b cool

Subject: Engineer Script Questions

Posted by [warranto](#) on Fri, 15 Aug 2003 06:49:17 GMT

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heh, I must admit, I'm not a modder, so I can't tell you what presets to use. But I have been visiting the mod forum, and I see things that others use, and then suggest what they've done when a similar subject arrises.

Subject: Engineer Script Questions

Posted by [Spike](#) on Fri, 15 Aug 2003 07:00:28 GMT

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I tried adding a script onto both sides making it realise that they were gdi or nod, it didnt work so i still need to know

1) Is there a script that would make it so when u went up to an engineer on your team and talked to him, (use) and he would repair you?

2) I tried using the M03_Repair and M03_Target scripts and they worked fine but the nod engineers would repair the gdi ppl when they got hurt and vis versa with the gdi engineers, how would you fix this?

3) I was also wondering if it would be possible to talk to an engineer or whatever and make him follow you, and talk to him again and he stops following you.

If anyone could help id b very gratefull

Subject: Engineer Script Questions

Posted by [bigwig992](#) on Fri, 15 Aug 2003 07:03:59 GMT

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Thats a problem I noticed too. If Dante or JonWill would be kind enough to clone the engineer scripts for us, then we could have engineers for each side.

cue for Dante to come in and say he will do it

Subject: Engineer Script Questions

Posted by [Spike](#) on Fri, 15 Aug 2003 07:05:36 GMT

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lol

help dante or johnwill, or general havoc, or someone!

Subject: Engineer Script Questions

Posted by [Dante](#) on Fri, 15 Aug 2003 07:50:14 GMT

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uhhhhh

huh?

Subject: Engineer Script Questions
Posted by [Spike](#) on Fri, 15 Aug 2003 17:20:10 GMT
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Ah if even dante doesnt know it must be impossible! Oh well

Subject: Engineer Script Questions
Posted by [warranto](#) on Fri, 15 Aug 2003 20:21:14 GMT
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I just thought of something that might work, try using the friend/foe base defence scripts, nod defence for the GDI engineer, and viseversa for the nod engineer. That way they will only target your own team when you get into range.

Subject: Engineer Script Questions
Posted by [Spike](#) on Fri, 15 Aug 2003 20:22:43 GMT
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So im guessing again you dont really know which scripts to use?

Subject: Engineer Script Questions
Posted by [Dante](#) on Fri, 15 Aug 2003 20:24:24 GMT
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it will work, im just being a shit (like people who know me know i can be)

anywayz, i will see what i can do.

Subject: Engineer Script Questions
Posted by [Spike](#) on Fri, 15 Aug 2003 20:27:27 GMT
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Really? Cool thanx :D:D:D:D

Subject: Engineer Script Questions
Posted by [warranto](#) on Fri, 15 Aug 2003 21:49:47 GMT
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SpikeSo im guessing again you dont really know which scripts to use?

Right. If I knew which ones, I'd mention them... I'm not THAT mean. And with Dante on the case,

the job will be done well... though he should be working on getting renalert out instead

Subject: Engineer Script Questions

Posted by [Spike](#) on Fri, 15 Aug 2003 23:01:21 GMT

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i dont think he should b working on it instead
