
Subject: Repair Turrets?

Posted by [E!](#) on Mon, 15 Mar 2004 01:24:35 GMT

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Hi there!

Units. So has anybody an idea for me?

Subject: Repair Turrets?

Posted by [Madtone](#) on Mon, 15 Mar 2004 01:38:30 GMT

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is it possible to set the turret as the other team, give it the repair gun as a weapon?

I dunno.. was just improvising, hehe!

Subject: Repair Turrets?

Posted by [htmlgod](#) on Mon, 15 Mar 2004 01:46:15 GMT

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If you give it the repairgun_ai as a weapon, and attach the m06_engineer_repair script as an AI it should work, but that script, the only decent repair bot AI included with the engine, has many problems. But it works well for repairing harvester or other bots.

Keep in mind that you must attach m06_engineer_target to anything that you want it to repair, thats teh only way it will work.

The best probable application of this would be having some small discreet model attached to the refinery on your map by where the harvester comes in, to have it repair the harvester when it came in. You see, for some reason that I don't fully comprehend, the AI script doesn't allow hte bot to repair units that have experienced what is called a "transition," meaning someone has entered or exited the vehicle, so its not much use for that. I think it may work for infantry, and I'm fairly certain the script works for bots, but like it won't work for a vehicle that you buy and get into. Kind of hard to explain.

Subject: Repair Turrets?

Posted by [E!](#) on Mon, 15 Mar 2004 01:52:33 GMT

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thx

Subject: Repair Turrets?

Posted by [TheKGBspy](#) on Mon, 15 Mar 2004 03:55:54 GMT

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i have done that in my very early beta of ra2:vengeance.

create a normal ai controled turret. add repair weapon to it, attach the defences scripts and set the team of the turret as mutant.

it has some minor bugs(this turret will repair gdi and nod team) but work well.

edit: i have just saw your problem with base defences. my idea will get killed by defences too. i just tought you wanted to do a repair outpost somewhere

Subject: Repair Turrets?

Posted by [IRON FART](#) on Mon, 15 Mar 2004 04:25:13 GMT

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Repairing the harvester on entry is a good idea.

And i'm looking forward to whatever the hell you are making, E!

Subject: Repair Turrets?

Posted by [NeoX](#) on Mon, 15 Mar 2004 07:17:06 GMT

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IRON-FARTRepairing the harvester on entry is a good idea.

And i'm looking forward to whatever the hell you are making, E!

I second that!

Subject: Repair Turrets?

Posted by [E!](#) on Mon, 15 Mar 2004 12:01:30 GMT

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so i truely had two problems the repair turret would fix both but now with your help i had a way to fix 1 of them. The 1st problem was the Propaganda Tower of the Chinese Overlord Tank (C&C Generals) making work itself, and the 2nd problem is to reset Damage textures by the Repair Bay.

repair bay seems like the vehicle has to get "hit" to reset them and a repair turret would fix that and it would move nice

Subject: Repair Turrets?

Posted by [jonwil](#) on Mon, 15 Mar 2004 12:43:53 GMT

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The best answer to this problem is to use JFW_Engineer_Repair on the repair turret and JFW_Engineer_Target on all presets which should be repaired.

Also, you need to use NH_SetTeam_OnLeave on all the vehicles to make sure they continue to be repaired even after someone gets into and then back out of them.

Subject: Repair Turrets?

Posted by [E!](#) on Mon, 15 Mar 2004 15:04:16 GMT

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^and that works for both sides without repairing the enemy? or will the enemy be repaired too?

Subject: Repair Turrets?

Posted by [jonwil](#) on Mon, 15 Mar 2004 22:21:07 GMT

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Won't repair the enemy, only friendlies.

That's why you need the NH_SetTeam_OnLeave, so that the vehicles don't turn neutral after you get out of them.
