
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 ppls 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
