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Subject: Construction Yard tutorial for renegade modders

Posted by [jonwil](#) on Sun, 09 Feb 2014 09:48:34 GMT

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To create a working construction yard, place an appropriate building on your terrain. Then create a building controller of type construction yard.

The following settings are specific to construction yard objects:

RepairRate (the rate to use when repairing buildings, in seconds)

VehicleRepairRate (the rate to use when repairing buildings set up as vehicles, in seconds)

RepairAmount (the amount to repair)

LowPowerRepairAmount (the amount to repair when the power is down)

RepairWarhead (the warhead to use to do the repairs)

The way it works is that every RepairRate seconds, it will apply repair damage to all buildings of the correct team that are still alive, using RepairAmount or LowPowerRepairAmount and RepairWarhead.

For vehicles it uses VehicleRepairRate and it will repair any vehicles of the correct team that have their Encyclopedia Type set to Building in leveledit. (it made sense as a convenient way to tell the construction yard logic what to repair and what not to repair)

Note that the construction yard object will not repair itself.

If you have any questions (or cant get this to work), post in this thread or hit me up on IRC/IM and I will do my best to answer them.

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