
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Wed, 14 Jul 2004 13:56:31 GMT

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with JFW_Create_Destroy_Object_On_Custom_Bone, attach JFW_Death_Send_Custom to whatever which can then send the destroy message to the object with JFW_Create_Destroy_Object_On_Custom_Bone on it, thus doing what you want.
