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Subject: Re: Script Question

Posted by [Halo38](#) on Sat, 20 Aug 2005 12:04:57 GMT

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I'm not 100% certain on this, but..

Think of it like sending and receiving, you need 2 scripts one to send a message (a custom) defined by yourself (like '5' in your example) and one script to receive and carry out an action this script would only execute on a certain message being received

a message could be sent by a character dying, entering a script zone or a game beginning etc... depending on what the script is and what it is attached to

If you go through the scripts read mes you'll see some like

JFW\_Death\_Send\_Custom

(this script sends a message when whatever its attached to dies, use with JFW\_Custom\_Destroy\_Object to destroy 1 object when another object dies)

ID (the ID of the object to send the message to)

Message (the message to send)

Param (the parameter to pass)

This would be your 'sending script'

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