
Subject: script question

Posted by [General Havoc](#) on Sun, 08 Jun 2003 10:03:23 GMT

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Attach JFW_Death_Send_Custom to the building that you want to destroy another when it is destroyed. See below for the settings.

JFW_Death_Send_Cusom

ID = The ID of the daves arrow i mention below.

Message = Any number, 16 for example

Paramater = none, leave it blank, try 1 if this doesn't work.

Attach JFW_Custom_Destroy_Building to a dave's arrow. This is used as a receiver and will destroy the building when it receives a custom specified. See the parameters below.

ID = the building controllers ID you wish to destroy.

Message = The message you specified in the script before, 16 for example

As you can see the script works in two parts. the building that gets destroyed sends a signal to a dave's arrow then destroys another building. The use of daves arrow means that you can set the script to also destroy another building when the second one is destroyed or destroy the first one when the second one is destroyed and so on.

If you need any more help, let me know.

_General Havoc
