
Subject: script question

Posted by [General Havoc](#) on Thu, 12 Jun 2003 23:59:00 GMT

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Would you believe it, there is a script called JFW_Timer_Destroy_Building I wonder what it does? Basically it operates like normal scripts, just fill in the time and attach it to a building to destroy and it should destroy the building after that amount of time has elapsed. I haven't tested it but it should work in theory if it was written correctly.

JFW_Timer_Destroy_Building (destroys a building when the timer expires)

Time (how long the timer should run for)

TimerNum (what number to use for the timer)

_General Havoc
