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Subject: Re: Kill Buildings

Posted by [mr£Ä\\$Ä-z](#) on Sat, 01 Sep 2007 21:57:37 GMT

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whats the full scriptname fromm mathk1ll?

It doesn't matter where it's placed as long as it's touching the mesh. The only ones that matter are the base defense controllers since the weapons fire from them.

The terrain mesh should have the prefix in them. They should also have call boxes which call for the interior mesh, PCT mesh, MCT mesh and damage emitters mesh. Unless you are creating 'fake buildings', these buildings won't work with the building controllers since they're implemented like vehicles.

If the situation is a 'fake buildings' type, then you could attach the script Mathk1ll mentioned to the vehicle to send the killing custom to the building controller ID, killing the building controller.

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