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Subject: Re: Harvester controllers

Posted by [Gen\\_Blacky](#) on Tue, 19 Feb 2008 03:19:26 GMT

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daves arrow is a lazy way to attach scripts to make certain things happen like for instance

To destroying an object that destroys a building

attach "JFW\_Custom\_Destroy\_Building" to the daves arrow.

Message = 8686537

ID = Id of the building you wish to destroy

attach the script "JFW\_Death\_Send\_Custom" to the object that you want to destroy to kill the building.

ID = ID of the daves arrow

Message = 8686537

Param = 1

so when you destroy an object it kills the building.

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