
Subject: JFW_Building_Damage
Posted by [rrutk](#) on Sat, 29 Mar 2008 03:55:18 GMT
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Why does this not work???

I attached "JFW_Building_Damage" to the GDI BArracks Controller.

Message:1

Player_Type:1

Damage: 0.250

Warhead: Shell

Distance: 100

I attached "JFW_Timer_Custom" to a ScriptZoneAll in the Air.

A plane entering the Zone through a waypath.

Time: 1.00

Timernum: 9 (just a number???)

Repeat: 1

ID: 1550322 (the ID of the barracks controller)

Message: 1

Param: 0

But if the Plane enter the zone, nothing happens???. All the buildings should be damaged???

Zone_entry works, I checked it with "JFW_Create_Destroy_Object_on_Enter".....

???

And is there a simple script command to make on object explode???