
Subject: Re: Invincible buildings

Posted by [zunnie](#) on Wed, 22 Jul 2009 02:37:19 GMT

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Attach the script z_NoDamageMoneyPoints to it.
Then also attach the script "z_Set_Skin_Created" and set
NewSkinType = CNCStructureHeavy
Remove_Script = NoDamageMoneyPoints
Message = 1000

Send a message 1000 to the building controller when you want to have it destroyed.
