
Subject: Re: Invincible buildings

Posted by [YazooGang](#) on Wed, 22 Jul 2009 05:40:15 GMT

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zunnie wrote on Tue, 21 July 2009 21:37 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.

I think this is a better way, i should try this some day.
