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Subject: Re: Invincible buildings

Posted by [Gen\\_Blacky](#) on Wed, 22 Jul 2009 06:00:53 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 like this way more

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