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Subject: Re: Destroy a Building after X Amount of Time

Posted by [Distrbd21](#) on Fri, 15 Jun 2012 16:13:33 GMT

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danpaul88 wrote on Fri, 15 June 2012 07:48 Which is why I have started writing detailed documentation for scripts, but there are a lot of them to get through.

To be fair though, in this instance, a ctrl+f for 'Destroy' in the list of scripts would turn up all three of those possibilities.

It also doesn't help that far too many of the scripts we have are written for a very specific purpose with very little flexibility, hence the proliferation of 'base defence with VTOL, without VTOL, with infantry, without infantry, with stealth, without stealth etc etc etc etc etc' type scripts. There's no reason those couldn't all have been combined into a single script with parameters to determine what it can shoot at (and, as a matter of fact, I did exactly that with dp88\_AI\_Turret).

I can help you out with the scripts I've done a hole hell of a lot of them in LE, back when I started Ren.

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