Subject: Re: Destroy a Building after X Amount of Time
Posted by danpaul88 on Fri, 15 Jun 2012 17:04:27 GMT
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To help you decide which script is best to use I have added and compiled documentation for all three of the scripts I mentioned earlier. Any of them would meet your objectives I believe.

JFW_Destroy_Self_Timer
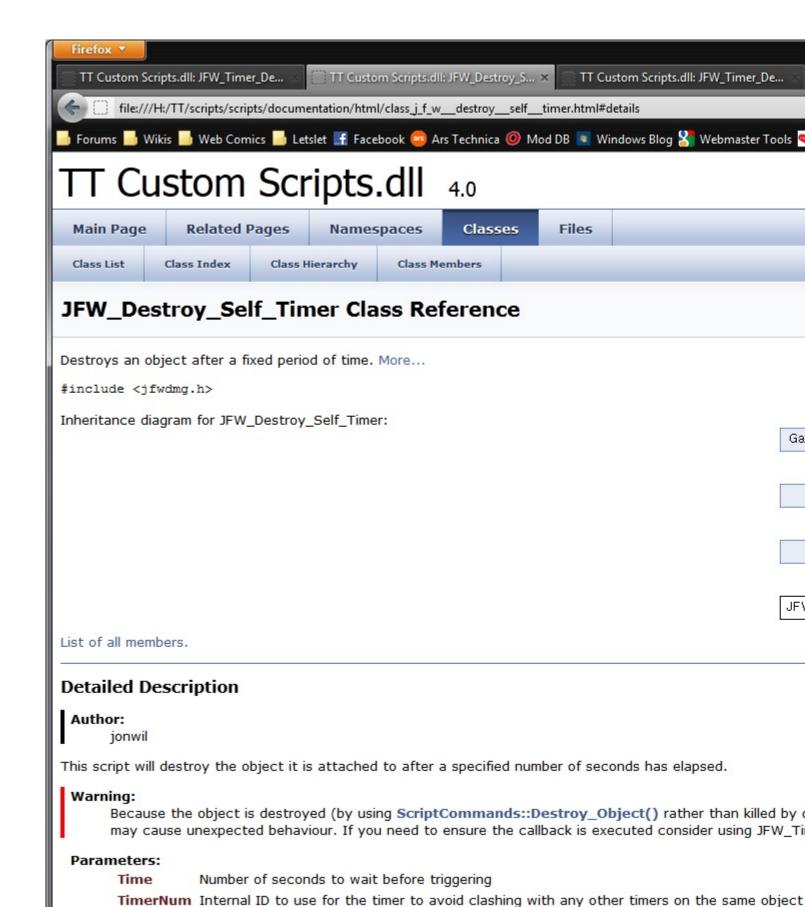Toggle Spoiler

JFW_Timer_Destroy_Object
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JFW_Timer_Destroy_Building
Toggle Spoiler

File Attachments
1) doc_jfw_destroy_self_timer.jpg, downloaded 351 times

Firefox ▼

TT Custom Scripts.dll: JFW_Timer_De... × | TT Custom Scripts.dll: JFW_Destroy_S... × | TT Custom Scripts.dll: JFW_Timer_De... ×

← | ⬚ | file:///H:/TT/scripts/scripts/documentation/html/class_j_f_w__destroy__self__timer.html#details

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TT Custom Scripts.dll 4.0

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JFW_Destroy_Self_Timer Class Reference

Destroys an object after a fixed period of time. More...

`#include <jfwdmg.h>`

Inheritance diagram for JFW_Destroy_Self_Timer:

Ga

JF

List of all members.

Detailed Description

Author:
    jonwil

This script will destroy the object it is attached to after a specified number of seconds has elapsed.

Warning:
    Because the object is destroyed (by using **ScriptCommands::Destroy_Object()** rather than killed by
    may cause unexpected behaviour. If you need to ensure the callback is executed consider using JFW_Ti

Parameters:
    Time   Number of seconds to wait before triggering
    TimerNum Internal ID to use for the timer to avoid clashing with any other timers on the same object

The documentation for this class was generated from the following files:

* **jfwdmg.h**

2) doc_jfw_timer_destroy_building.jpg, downloaded 347 times

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JFW_Timer_Destroy_Building Class Reference

Destroys a building by applying damage after a fixed period of time. More...

`#include <jfwdmg.h>`

Inheritance diagram for JFW_Timer_Destroy_Building:

Ga

JFW_

List of all members.

Detailed Description

| Author:
| jonwil

This script will apply 10,000 damage using the **Explosive** warhead to the object it is attached to after a specifi

| Note:
| Although the script is intended for use with buildings it will actually work on any damagable game object

| Precondition:
| Requires a warhead called **Explosive** to be defined in armor.ini. This is already present in stock versions

Parameters:

Time	Number of seconds to wait before triggering
TimerNum	Internal ID to use for the timer to avoid clashing with any other timers on the same object

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The documentation for this class was generated from the following files:

- **jfwdmg.h**
- **jfwdmg.cpp**

3) doc_jfw_timer_destroy_object.jpg, downloaded 351 times

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JFW_Timer_Destroy_Object Class Reference

Destroys an object by applying damage after a fixed period of time. More...

`#include <jfwdmg.h>`

Inheritance diagram for JFW_Timer_Destroy_Object:

Ga

JFW_

List of all members.

Detailed Description

Author:
  jonwil

This script will apply a specified amount damage with a specified warhead to the object it is attached to after a

Note:
  Although the script name implies it is purely for destroying objects it can also be used to apply a fixed a

Parameters:

Time	Number of seconds to wait before triggering
Amount	Amount of damage to apply to the object the script is attached to
Warhead	Warhead to use when applying damage, typically **Death** a good choice here

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The documentation for this class was generated from the following files:

- **jfwdmg.h**
- **jfwdmg.cpp**