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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  
Toggle Spoiler

JFW\_Timer\_Destroy\_Building  
Toggle Spoiler

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### File Attachments

1) [doc\\_jfw\\_destroy\\_self\\_timer.jpg](#), downloaded 815 times

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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:

[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 `ScriptCommands::Kill()`) may cause unexpected behaviour. If you need to ensure the callback is executed consider using `JFW_Timer`.

**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](#)

file:///H:/TT/scripts/scripts/documentation/html/annotated.html

2) [doc\\_jfw\\_timer\\_destroy\\_building.jpg](#), downloaded 803 times

## 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:

[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 specific

**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

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

- [jfwdmg.h](#)
- [jfwdmg.cpp](#)

3) [doc\\_jfw\\_timer\\_destroy\\_object.jpg](#), downloaded 818 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:

[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

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

- [jfwdmg.h](#)
- [jfwdmg.cpp](#)