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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](#)

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[JFW\\_Timer\\_Destroy\\_Object](#)

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[JFW\\_Timer\\_Destroy\\_Building](#)

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#### [File Attachments](#)

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

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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:

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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 `Object::Kill()`) it 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

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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:

[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 specified time.

#### Note:

Although the script name implies it is purely for destroying objects it can also be used to apply a fixed amount of damage to an object.

#### 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](#)