
Subject: stuff...

Posted by [jonwil](#) on Thu, 05 Feb 2004 00:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

1.I will add a team option to JFW_Apply_Damage_On_Enter_Timer

2.I dont know about the deploy scripts, I am not sure exactly whats wrong/what is required/what needs to be done plus they arent my scripts.

If there is something wrong with them, talk to the reborn people and get it fixed/changed.

and 3.for that teleport script, you can use a combination of JFW_Zone_Send_Custom_Preset and JFW_Teleport_Custom to make it work.

As for the clear area thing, you need to:

1.have the zone_send_custom thing send the custom to a Daves Arrow or something. Then, this daves arrow has JFW_Delay_Custom attached (this creates the delay before the teleport happens, it is programmed to send to the teleport object). To make the explosion, use the new script JFW_Blow_Up_Location_On_Custom, below.

JFW_Blow_Up_Location_On_Custom (This script will create an explosion at the location specified in the script when a message is sent)

Explosion (the explosion to create)

Location (the loaction to create the explosion)

Message (the message to trigger on)
