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Subject: scripts.dll 1.5

Posted by [kirby651](#) on Sun, 22 Feb 2004 18:55:40 GMT

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if object script is attached to dies then kill object(id)

also have a "Router" script and a Custom\_send id, enterzone\_send\_id, poke\_send\_id(of poked object), poke\_send\_id(of poking object).

id send example:

player enters zone, triggers Enterzone\_send\_id, Enterzone\_send\_id sends id of entering object to router.

Router example:

custom is sent to router id, router reroutes the custom to the last id that has ben triggerd(last player to enter zone) can be set to run all ids sent.

Edit:

a script that forces a bot\base defence to fire if a custom is sent to it is good...

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