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Subject: Script Question

Posted by [Obelisk](#) on Sat, 20 Aug 2005 03:41:10 GMT

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I am trying to use JFW\_Console\_Message\_On\_Custom im not intirely sure on how the costumes work. If i put for that script in message the number five and another script that sends a custom and i put the send message at 5 will that trigger it?

and for JFW\_Console\_Message\_On\_Custom what do i attach this to?

thanks for any help :}

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Subject: Re: Script Question

Posted by [Halo38](#) on Sat, 20 Aug 2005 12:04:57 GMT

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I'm not 100% certain on this, but..

Think of it like sending and reciveing, you need 2 scripts one to send a message (a custom) defined by yourself (like '5' in your example) and one script to recieve and carry out an action this script would only execute on a certain message being recived

a message could be sent by a character dieing, entering a script zone or a game beginning etc... depending on what the script is and what it is attached to

If you go through the scripts read mes you'll see some like

JFW\_Death\_Send\_Custom

(this script sends a message when whatever its attatched to dies, use with JFW\_Custom\_Destroy\_Object to destroy 1 object when another object dies)

ID (the ID of the object to send the message to)

Message (the message to send)

Param (the paramater to pass)

This would be your 'sending script'

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