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Subject: Script Question

Posted by [Kamuix](#) on Mon, 20 Feb 2006 05:27:55 GMT

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Laeubi wrote on Thu, 10 March 2005 03:56 You can use the Custom scripts, (JW\_Death\_Send\_Custom + Destroy Object on Custom) to have the obelisk as a tile..

But wont the JFW\_Death\_destroy\_Object Work the same way? Or am I missing something.

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Subject: Re: Script Question

Posted by [jonwil](#) on Mon, 20 Feb 2006 05:44:02 GMT

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Yes, JFW\_Death\_Destroy\_Object will do what you want.

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Subject: Re: Script Question

Posted by [Kamuix](#) on Mon, 20 Feb 2006 05:48:44 GMT

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jonwil wrote on Mon, 20 February 2006 00:44 Yes, JFW\_Death\_Destroy\_Object will do what you want.

It works fine with Objects. Actual Objects like umm...Turret? However when I tried to use this on a building controller it seems to not work so well

It did destroy the target controller but the game never ended and it was the last Controller in da game. After that Renegade crashed.

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Subject: Re: Script Question

Posted by [jonwil](#) on Mon, 20 Feb 2006 08:05:43 GMT

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Building controlers are a different matter.

There is a script I wrote (I dont have the info handy so I cant look at it directly) with Building in the name which should help.

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Subject: Re: Script Question

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Posted by [Kamuix](#) on Mon, 20 Feb 2006 17:18:29 GMT

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Thanks G

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