**Subject: ID Question**
Posted by Kamuix on Thu, 29 Jun 2006 03:48:51 GMT
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Does anyone know what ID is assigned to objects when it is spawned ingame?

This is going to be hard to do but I have a script that spawns an AGT model and spawns the GDI_AGT preset which shoots the missile along with thee other small machine roof guns.

I want to make it so when the AGt model using preset GDI_Chinook, so that when it gets destroyed it will destroy all the other stuff that spawned with it.

Thanks for any help.

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**Subject: Re: ID Question**
Posted by Kamuix on Fri, 30 Jun 2006 00:54:33 GMT
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Anyone?

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**Subject: Re: ID Question**
Posted by Whitedragon on Fri, 30 Jun 2006 01:14:12 GMT
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Make a new script that creates the AGT guns and records their IDs and destroys them when the AGT is destroyed, then attach it to the AGT/chinook.

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