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Subject: destroy self

Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 23:09:26 GMT

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What script do i attach to a object that when somone pokes it, it dissapears?

thanks in advance.

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Subject: Re: destroy self

Posted by [zunnie](#) on Thu, 21 Jun 2007 23:11:42 GMT

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create a dave arrow with jfw\_destroy\_object\_custom with the id of the object to destroy

jfw\_poke\_send\_custom -> dave arrow

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Subject: Re: destroy self

Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 23:14:20 GMT

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ok, but, i have a object, when poked, it makes a turret and when the turret dies, it makes the object again, so does the object id change during the map?

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Subject: Re: destroy self

Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 23:21:55 GMT

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it crashes my ren when i load map

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Subject: Re: destroy self

Posted by [crazfulla](#) on Fri, 22 Jun 2007 16:48:10 GMT

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Yes everytime a object spawns it has a different ID. The spawner has the same ID thoroughout however. I am not sure if destroying the sapwner would help? I have had trouble trying to destroy harv spawners (to stop it respawning) when a refinery is destroyed.

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Subject: Re: destroy self

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Posted by [Veyrdite](#) on Sat, 23 Jun 2007 05:14:39 GMT

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start spawrn disabled, then renable it  
(there's a checkbox in the sparwner's settings called startsddisabled)

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