Subject: Kill all buildings on object death?
Posted by BlazeDragoon on Fri, 20 Jul 2007 17:53:09 GMT
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I'm basically trying to set up something so when a certain object dies the team who killed the object will win the game. The way I kind of see to set this up would be to kill all the buildings with a script when it's killed. I see a few possible ways to set this up and I was going to try it but I figured I'd see others opinions on the simplest way to do this. Any suggestions ?

Subject: Re: Kill all buildings on object death?
Posted by Sn1per74* on Fri, 20 Jul 2007 18:16:28 GMT
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I would do a send custom when the object is destroyed to all the other buildings.

Subject: Re: Kill all buildings on object death?
Posted by BlazeDragoon on Fri, 20 Jul 2007 19:13:09 GMT
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Is there some way I can use JFW_Custom_Destroy_All_Buildings or something when the object is destoryed o.O?

If not would I go ahead and use these two?
JFW_Death_Send_Custom
JFW_Custom_Destroy_Building

Subject: Re: Kill all buildings on object death?
Posted by Sn1per74* on Fri, 20 Jul 2007 19:17:09 GMT
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BlazeDragoon wrote on Fri, 20 July 2007 14:13Is there some way I can use JFW_Custom_Destroy_All_Buildings or something when the object is destoryed o.O?

If not would I go ahead and use these two?
JFW_Death_Send_Custom
JFW_Custom_Destroy_Building
I'd use the bottom two, cuz I've never used the top one. I'm sure Reborn has some super easy amazing way though.