Subject: Need help scripts
Posted by my486CPU on Sat, 13 Aug 2011 20:18:51 GMT

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I'm trying to get a death zone to no longer work or be destroyed when a building gets killed. I tried JFW_Custom_Destroy_Object and JFW_Death_Send_Custom, and that didn't work. I can use those scripts to destroy say a turret when the building gets destroyed but it wont work with my death zone.

Do I need to use a different script to kill the zone?

Debug_Text-

Send Log:

Building Controller [ID 155466] created.
Building Controller [ID 155466] damaged by object 1500000303. Damage was 100.000000 72.000000 sec.
Building Controller [ID 155466] damaged by object 1500000303. Damage was 100.000000 72.000000 sec.
Building Controller [ID 155466] received custom event of type 1000000026 and param 60. Sender was object 0. 72.000000 sec.
Building Controller [ID 155466] damaged by object 1500000303. Damage was 100.000000 72.000000 sec.
Building Controller [ID 155466] received custom event of type 1000000026 and param 40. Sender was object 0. 72.000000 sec.
Building Controller [ID 155466] damaged by object 1500000303. Damage was 100.000000 72.000000 sec.
Building Controller [ID 155466] received custom event of type 1000000026 and param 20. Sender was object 0. 72.000000 sec.
Building Controller [ID 155466] damaged by object 1500000303. Damage was 100.000000 72.000000 sec.
Building Controller [ID 155466] killed by object 1500000303. 72.000000 sec.
Building Controller [ID 155466] received custom event of type 1000000002 and param 0. Sender was object 0. 72.000000 sec.
Building Controller [ID 155466] received custom event of type 1000000026 and param 0. Sender was object 0. 72.000000 sec.
Building Controller [ID 155466] shutdown.

Receive Log:

Zone Kill [ID 100285] created.
Zone Kill [ID 100285] received custom event of type 1000 and param 1. Sender was object 155466. 72.000000 sec.
Zone Kill [ID 100285] shutdown.

Subject: Re: Need help scripts
Posted by Jerad2142 on Sun, 14 Aug 2011 07:04:32 GMT
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I do believe those scripts use Commands->Apply_Damage to kill the script, to destroy a script zone the only think that'll probably work is Commands->Remove_Object. I don't know if you have access to that via any script in 3.4.4 as I spend most of my time making my own nowadays and not fooling around with others; but someone else might know. Otherwise, you can probably just move the zone off the map with another script or something.