
Subject: Looking for script

Posted by [escelade3](#) on Tue, 30 Apr 2013 01:30:21 GMT

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Alright so I am looking for a script that will make an object disappear or move to a different location when a building gets destroyed.

I tried looking through the tiberian technologies script website but couldn't figure out if there was one that would work.

Subject: Re: Looking for script

Posted by [jonwil](#) on Tue, 30 Apr 2013 02:48:13 GMT

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JFW_Death_Destroy_Object can go on a building controller and when the building is destroyed, the object with the specified ID will also be destroyed.

Subject: Re: Looking for script

Posted by [escelade3](#) on Tue, 30 Apr 2013 13:39:32 GMT

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That is exactly what I was looking for

Now I just have one more question about this script. My object is under the tiles setting in Level edit because it is an animation. It won't disappear when the building gets destroyed. I tried making my animation under the objects presets but it won't show up now.

Any thoughts?

Subject: Re: Looking for script

Posted by [escelade3](#) on Tue, 30 Apr 2013 16:48:58 GMT

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Figured it out, zunnie helped me use another script on the object to make it animate.

Thanks guys for the help
