
Subject: Combination of scripts required

Posted by [weetbix](#) on Sun, 11 Apr 2004 11:17:25 GMT

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Hi guys

I'm looking for a combination of scripts that will destroy a certain object when that object moves into a certain zone and give X number of points to the team that put it into the zone(side specific).

ie. In soccer when a team gets the ball(object) into the goal(zone).

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Posted by [jonwil](#) on Sun, 11 Apr 2004 11:53:16 GMT

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ok.

Put JFW_Give_Points_On_Death on the "ball".

Put JFW__Zone_Send_Custom_Preset on the "goal". (you can set this one to only trigger on a certain preset)

Have that send to JFW_Custom_Destroy_Object to destroy the object.

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Posted by [weetbix](#) on Mon, 12 Apr 2004 04:48:27 GMT

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Having done what you said to do I find it's still not working.

Here is the information about the scripts and how I have set them up. (NOTE: This is for a RenAlert Map (Using scripts 1.5))

Script Zone (Goal)

- ID: 100008

- Script Attached: JFW_Zone_Send_Custom_Preset

Daves Arrow

- ID: 100007

- Script Attached: JFW_Custom_Destroy_Object

Ore Truck Spawner

- ID: 100009

- Name: Soccer Spawner

- Script Attached: None

Ore Truck (Ball)

- ID: 1000000008

- Name: CnC_Ore_Truck

- Script Attached: JFW_Give_Points_On_Death

Script Parameters

JFW_Zone_Send_Custom_Preset

- ID: 100007
- EnterMessage: 123
- EnterParam: 1
- ExitMessage: 0
- ExitParam: 0
- Player_Type: 2
- Preset_Name: CnC_Ore_Truck

JFW_Custom_Destroy_Object

- Message: 123
- ID: 1000000008

JFW_Give_Points_On_Death

- Points: 1.00
- Player_Type: 2
- Whole_Team: 0

The problem is the "ball" isn't blowing up.

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Posted by [jonwil](#) on Mon, 12 Apr 2004 08:31:21 GMT

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try replacing JFW_Custom_Destroy_Object with JFW_Blow_Up_On_Custom.

This will make an explosion at the location of the zone (you can select which one).

Hope that works.
