

---

Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [YSLMuffins](#) on Wed, 14 Jul 2004 13:19:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You may or may not remember my original idea, but...

Ok, here goes: you destroy a building, and building is dead. Once building is dead, a script attached to the controller kills any script of your choice; as in, the particular script that is 'killed' stops working for the rest of the game.

For example, there's a script that spawns giant chickens that fall from the sky every 5 seconds. If you kill the AGT, the script that spawns the giant chickens is 'killed', so that the giant chickens stop spawning. Is this possible?

Or is it possible for a script to have an option that once it receives a certain message, the script stops working for the rest of the game. So you could have script A, which sends the message once a certain condition has been met; and script B, which receives the message and kills itself once word reaches it. Is this possible?

Is it also possible to have the script stay dead whenever a new object is spawned, and it has the dead script attached to it? This way, once a script is killed, it stops working for the rest of the game (or maybe until it is re-enabled).

---