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Subject: Custom Scripts

Posted by [CnCsoldier08](#) on Sun, 15 May 2005 16:27:52 GMT

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A message is a set of numbers that is sent after something happens

For example, if you want a building to be destroyed after a time limit, then you would have a timer that sends a message after a certain time, and then you would have a building destroy script that destroys a building when it receives that message.

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