
Subject: Script question

Posted by [bisen11](#) on Sun, 22 Jan 2006 18:12:45 GMT

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Is there a script that kills other things when it dies?

Example: Barracks dies, all GDI bots die.

Things like that.

Edit: I saw this script while looking through them in LE. Think it would work?

JFW_Death_Destroy_Object?
