

---

Subject: Re: Script Question

Posted by [Kamuix](#) on Mon, 20 Feb 2006 05:48:44 GMT

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

---

jonwil wrote on Mon, 20 February 2006 00:44: Yes, JFW\_Death\_Destroy\_Object will do what you want.

It works fine with Objects. Actual Objects like umm...Turret? However when I tried to use this on a building controller it seems to not work so well

It did destroy the target controller but the game never ended and it was the last Controller in da game. After that Renegade crashed.