
Subject: ID Question

Posted by [Kamuix](#) on Thu, 29 Jun 2006 03:48:51 GMT

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Does anyone know what ID is assigned to objects when it is spawned ingame?

This is going to be hard to do but I have a script that spawns an AGT model and spawns the GDI_AGT preset which shoots the missile along with thee other small machine roof guns.

I want to make it so when the AGt model using preset GDI_Chinook, so that when it gets destroyed it will destroy all the other stuff that spawned with it.

Thanks for any help.
