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Subject: Script possibility question.

Posted by [Naamloos](#) on Wed, 05 Jul 2006 00:39:57 GMT

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I was wondering if I am able to do the following 2 things in Renegade. I'll try to ask without spoiling anything so forgive me if you can't understand me. If there are any scripts out there that can already do this, please name them .

1:

If <object a> is destroyed, <object b> takes # damage.

2:

If <object> is destroyed, the game ends with <team> winning.

Edit: I forgot 1.

3:

If <object> is destroyed, <spawner> is disabled (or removed).

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