
Subject: JFW_Building_Gun

Posted by [General Havoc](#) on Mon, 09 Jun 2003 22:57:40 GMT

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Yeah you got most of that correct. X should be any number that is the same for both scripts. Jonathan Wilson said its a way for one script to talk to another basically.

For the ID on JFW_Death_Send_Custon you should enter the ID of the object with JFW_Building_Gun so yes it would be the power plant controller if the gun script was attached to that.

For param try just a "0" or if that doesn't work then try a "1" I am unsure on what it does but a "0" or a "1" normally work. Normally the parameter is sent to the object along with the custom if the receiving script need one.

Also remember that scripts are always read from inside a PKG file and from the Renegade directory in a MIX file. If you need any more help then just post here.

_General Havoc
