Subject: Re: [LE] Three-Way crap with Dave's Arrows
Posted by zunnie on Thu, 14 Jun 2007 05:20:01 GMT
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Note the ID of the powerplant controller (example: 123123)

Create a DaveArrow and note the ID of it (example: 124124)
attach the script JFW_Custom_Destroy_Building to it
enter 123123 for the building id/controller
enter 1000 for the message


To the pokable object attach the script
JFW_Poke_Send_Custom or maybe even JFW_Poke_Send_Custom_Cost
which will make the switch only work if you have enough money.

For the ID enter the ID of the DaveArrow 124124 and as message
put 1000 and param 1


Now when someone presses E on the switch it will send a message
(1000) to the object ID you entered (124124). The object that
receives the message will notice the msg is a match and it will
execute the script and kill the building.


"temporary disabling" the powerplant is another thing though,
this will destroy the powerplant and you wont be able to revive
it.



Basically how Customs work:
There is an object that will SEND the message
There is an object that will RECEIVE the message
When the message sent to the receiver is the same as the message
set to 'listen' for it will execute the script and do what that
script is supposed to do.