
Subject: Scripts question

Posted by [NeoSaber](#) on Tue, 24 Jun 2003 21:31:42 GMT

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I'm trying to get a vehicle to be destroyed when a certain building is. After a couple days I haven't been able to get anything to work.

Currently I'm trying to get it to work with the scripts JFW_Death_Send_Custom (on the building controller) and JFW_Custom_Destroy_Object (on the vehicle)

The settings I've used:

JFW_Death_Send_Custom

ID: 100009 (ID of the vehicle)

Message: 5

Param: (I've tried several thing for this 0, 1, 5, etc)

JFW_Custom_Destroy_Object

Message: 5

ID: 100009 (ID of vehicle)

Does anyone know what I am doing wrong? Are the settings wrong, or can the scripts just not do what I want?
