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Subject: Scripts question

Posted by [General Havoc](#) on Tue, 24 Jun 2003 22:12:12 GMT

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Try putting JFW\_Custom\_Destroy\_Object on a Dave's Arrow then pointing the ID in the script to the vehicle rather than the script being on the vehicle. This also means that JFW\_Death\_Send\_Custom should now point to the ID of the Dave's Arrow. Also do not set a param, just leave it empty as it isn't needed in this case. Let me know if it works or not. I can tell you how to debug it if what i said fails.

\_General Havoc

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