
Subject: Re: Waypaths

Posted by [Sn1per74*](#) on Wed, 01 Aug 2007 23:52:15 GMT

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alz45 wrote on Wed, 01 August 2007 16:25Sn1per74* wrote on Tue, 31 July 2007 19:43Nope, I copy and pasted.

New problemo! How would I go about destroying a laser fence when you step on a script zone? I heard to use a difficult script- M00_Trigger_Zone_Entered_RMV - Is there an easier way?

CdCyBoRg wrote on Wed, 01 August 2007 15:40Make A Daves Arrow. Attach The Script >

JFW_Custom_Destroy_Building

Set The Id As The ID Of The Building. It's The ID from the Hash looking hut that you link to the building.

Leave Message As 0.

If you want to press a button to kill the building, Have A Switch Found Here.

Objects > Simple > Simple_DSAPO_Versions > Generic Switch

Put it where you want it in the map.

Then add this script to the switch >

JFW_Poke_Send_Custom

Only Put The ID In. This is the id of the Daves Arrow. Up Above ^.

Instead of JFW_Custom_Destroy_Building, use JFW_Custom_Destroy_Object

If I only put the ID in, LE crashes...
