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Subject: Re: Kill Buildings

Posted by [Genesis2001](#) on Wed, 29 Aug 2007 19:16:27 GMT

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You can use scripts to kill a structure. For example:

1) Mission Objective is to kill Kane.

2) When Kane is killed, send a custom to a dave's arrow.

3) Upon receipt of custom at the dave's arrow, use "JFW\_Destroy\_Building\_Custom" (something like that, I'll check it out when I am home - unless someone corrects me here)

-MathK1LL

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