
Subject: Fake AGT

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hey guys i lake make a Assault Mode for my server and i need a working agt, nod need to destroy it to win and gdi needs to defend.. but i have some problemms with the agt controller.

i changed the model of a veh to agt model, then i placed the agt controller on it and putted on the fake agt (the model not on the controller) scripts like:

Kamuix_Death_Destroy_Building

and

JFW_Death_Destroy_Object

now if i kill the agt the controller dont die and the agt still shoots, but if i put a object (lika a Guard tower) ID on JFW_Death_Destroy_Object then the guard tower dies! but why the controller dont die?
