
Subject: Re: Various scripting and modding questions
Posted by [Jerad2142](#) on Thu, 24 Jan 2008 17:01:49 GMT

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Music one can be done by sending customs to an object when you enter a zone, the custom would then set the music to the track you specify.

JFW_Set_Background_Music

TDA_Send_Custom_Zone

Bosses can also send a custom when kill, this custom would be sent to an object that would then DESTROY the building controller using the script JFW_Custom_Destroy_Building.

JFW_Send_Custom_Death

The final one could be done using attach scripts and enemy seen scripts, to attach a script that enables innate behavior.
