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Subject: Re: AirStrike function

Posted by [reborn](#) on Mon, 12 May 2008 09:45:06 GMT

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They just stay there, but no loop?

That makes sense I guess, it's just stuck on the last frame of the animation...

They are all real objects, so you can destroy them. I can't remember from memory what the right syntax is, but it is most likely something simple like `destroy_object`;

Or you could attach a script to it that destroys the object after x amount of time...

```
void reb_timed_destroy::Created(GameObject *obj){
Commands->Start_Timer(obj,this,31.0f,1);
}
```

```
void reb_timed_destroy::Timer_Expired(GameObject *obj, int number){
if(number ==1){
Commands->Destroy_Object(obj);
}
}
```

```
ScriptRegistrant<reb_timed_destroy> reb_timed_destroy_Registrant("reb_timed_destroy","");
```

```
class reb_timed_destroy : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
};
```

Just change the float value 31.0f to however many seconds you want it to wait until it destroys the object it is attached to.

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