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Subject: Re: Gameover when object killed  
Posted by [Gen\\_Blacky](#) on Thu, 06 Aug 2009 04:12:16 GMT  
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Okay first, place a daves arrow on the map.

Second attach the script "JFW\_Custom\_Destroy\_Building" to the daves arrow (also get the objects ID).

For the params of this script give it:

Message = 8686537

ID = Id of the building you wish to destroy

Fourth double click on the object you want to destroy and click on the scripts tab, and attach the script "JFW\_Death\_Send\_Custom" to it.

For the params of this script give it:

ID = ID of the daves arrow

Message = 8686537

Param = 1

not sure if there is a script that destroys all buildings put you could easily make one.

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