Subject: send custom death script
Posted by General Havoc on Sat, 16 Aug 2003 10:04:34 GMT
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Ok here goes:

Attach "JFW_Death_Send_Custom" to the refinery in question. Make a Dave's arrow near the refinery. Set the parameters of the script accordingly. See below.

ID=<ID of a Dave's Arrow you have placed on the map>
Message=<any number, must be same as the one you will use later, eg 27>
Param=0

Next attach "JFW_Custom_Destroy_Object" to the Dave's Arrow and then set the parameters. See below.
message=<same as the last one you used, eg 27>
ID=<ID number of the harvester spawner you have made on the map>

In theory this should work as your destorying the spawner when the Refinery dies. Let me know if it works or not.