Subject: Re: Help with coop maps :/
Posted by crysis992 on Sat, 12 Sep 2009 16:49:20 GMT
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can you explain this part a bit better please?

```
==================================================
==============================
Press a switch to open a doorway
==================================================
==============================
```

Switch - JFW_poke_send_custom
JFW_poke_send_custom_cost

Settings -

ID = id of the arrow
msg = 1000
param = 1

Arrow - JFW_Custom_destroy_object

Settings -

because if i press at:
JFW_poke_send_custom
it wants that i choose a sound file and player type? but this 2 things not in the text that you posted
:/
msg = 1000
ID = id of the object to be removed