
Subject: Re: Few questions

Posted by [Hubba](#) on Fri, 06 Nov 2009 04:45:35 GMT

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Hey. I have been wondering about this for a while. I made in level edit that refinery give +6 credits per second instead of 2.

But i want to make so if power plant gets destroyed it would only give +2. How can i change this? Can i attach a script to a building?

I thought something like this. If i can attach this script to the refinery if power plant gets destroyed?
`Attach_Script_Once(obj,"GTH_Credit_Trickle", "-4,2.00");`

I just don't know how to attach scripts to buildings and where the "pp gets destroyed" thing is located.

If you have a better way in doing this please tell

Thanks
Hubba
