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Subject: Re: Server-side modded map with buildings destroyed at start?

Posted by [Jerad2142](#) on Thu, 20 Oct 2011 16:16:57 GMT

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If you want to do it all in leveeditor, do it by attaching the script "SUR\_Timed\_Death" give it a 0.1 second delay (0.0 might be fine but you know, just to be safe).

Although if you're making the level from scratch it'd be better to just place dead buildings on the level from the get go, easier on the server that way.

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