
Subject: Destroy a Building after X Amount of Time
Posted by [Sn1per74*](#) on Fri, 15 Jun 2012 00:51:09 GMT
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Hey Guys,

I'm working on an attack and defend map on the M00_Tutorial Level. I replaced all of the controllers and such with the multiplayer ones and even have the weapons factory creating vehicles. However, I need the NOD base to be destroyed if GDI defends their base long enough. The only way I could think of doing this is destroying the NOD controllers exactly one second before the game would normally end. So, is there a script that will destroy an object after a specified amount of time?

Thanks
