
Subject: Re: Destroy a Building after X Amount of Time
Posted by [Sn1per74*](#) on Fri, 15 Jun 2012 06:52:25 GMT
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Zunnie created a script for me (z_timer_destroy_object) that kills an object after a certain amount of time. I just set the parameter as 1790 seconds (29 minutes and 50 seconds for those mathematically challenged) and it destroys the buildings controllers. Worked like a charm

He said it would be included in the next set of scripts to be released- for future reference.
