
Subject: Re: Destroy a Building after X Amount of Time
Posted by [danpaul88](#) on Fri, 15 Jun 2012 07:47:42 GMT
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Zunnie should check if a given script exists before creating pointless duplicates.

JFW_Destroy_Self_Timer

Attach to an object, it destroys itself after a set number of seconds.

Alternatively you could also have used

JFW_Timer_Destroy_Building

or

JFW_Timer_Destroy_Object

But those would require extra parameters and thus the first would be most suitable for attaching directly to the building controller.

It's no wonder we end up with zillions of scripts in LevelEdit when people can't be bothered having a quick look at whats available and just re-implement it for no good reason.
