
Subject: Re: script or stock replacement for?

Posted by [danpaul88](#) on Thu, 08 May 2014 10:09:21 GMT

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If you want to destroy something entering a certain map area (such as, below the map) a script zone is the correct way to do it. I'd suggest using a script such as;

SH_HurtUnitTimerZone

It's parameters are;

Time: How long to wait between each damage event

Warhead: The warhead to apply damage with

Amount: The amount of damage to apply with the warhead

For an instant death I'd suggest a time of 0 or 0.1, warhead "Death" and amount of about 1000 just to be sure.
