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Subject: Custom Scripts

Posted by [Obelisk](#) on Sun, 15 May 2005 16:25:01 GMT

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I was wondering how to use the custom scripts. Like what does it mean by message is it for command. And under message u can only put in numbers do you have to edit the strings.

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Subject: Custom Scripts

Posted by [CnCsoldier08](#) on Sun, 15 May 2005 16:27:52 GMT

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A message is a set of numbers that is sent after something happens

For example, if you want a building to be destroyed after a time limit, then you would have a timer that sends a message after a certain time, and then you would have a building destroy script that destroys a building when it receives that message.

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Subject: Custom Scripts

Posted by [Obelisk](#) on Sun, 15 May 2005 16:30:43 GMT

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ok then how would i use the JFW\_Clouds\_Custum Script

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Subject: Custom Scripts

Posted by [Obelisk](#) on Sun, 15 May 2005 16:35:50 GMT

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What do i attach the script to.

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Subject: Custom Scripts

Posted by [Deactivated](#) on Sun, 15 May 2005 18:06:26 GMT

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Invisible and invulnerable object that is placed on the map.

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Subject: Custom Scripts

Posted by [CnCsoldier08](#) on Sun, 15 May 2005 19:04:53 GMT

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A Daves Arrow (Objects>Simple>Daves Arrow)?

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If that is the correct path, just use the general one

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