
Subject: Script question

Posted by [bisen11](#) on Sun, 22 Jan 2006 18:12:45 GMT

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Is there a script that kills other things when it dies?

Example: Barracks dies, all GDI bots die.

Things like that.

Edit: I saw this script while looking through them in LE. Think it would work?

JFW_Death_Destroy_Object?

Subject: Re: Script question

Posted by [Kamuix](#) on Mon, 23 Jan 2006 06:14:31 GMT

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I dont think there is a script like that.

Subject: Re: Script question

Posted by [jonwil](#) on Mon, 23 Jan 2006 07:08:20 GMT

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No such script exists.

But, when I have time to do more scripting (right now my time is gone because of my job), I could make a few scripts for this.

One script would recieve a custom (e.g. from JFW_Death_Send_Custom) and destroy all objects of a given preset & team

and one thats the same but for a type (e.g. soldier, vehicle) & team

Subject: Re: Script question

Posted by [EA-DamageEverything](#) on Mon, 23 Jan 2006 08:21:36 GMT

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Buckery wrote on Mon, 23 January 2006 07:14 I dont think there is a script like that. Why not? If you kill the ref, the harvester disappears... would be the same in comparison to this.

Subject: Re: Script question

Posted by [jonwil](#) on Mon, 23 Jan 2006 10:52:05 GMT

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The ref-harvester bit is different code, its not a script.

Subject: Re: Script question

Posted by [Kamuix](#) on Mon, 23 Jan 2006 13:37:49 GMT

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Yah,Yah,Yah, But i still would like to see that script that gets rid of the Gameplayending so that you can play solo and still have people join.

Subject: Re: Script question

Posted by [Goztow](#) on Mon, 23 Jan 2006 13:39:16 GMT

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That exists, Buckery.

Subject: Re: Script question

Posted by [Kamuix](#) on Mon, 23 Jan 2006 13:52:22 GMT

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Quote:That exists, Buckery.

I've noticed a simular script somewhere on WOL. But theres probably no way i could ever get it. I make and host alot of Roleplaying type maps. I'd love to have that script.

Subject: Re: Script question

Posted by [Cat998](#) on Mon, 23 Jan 2006 14:09:13 GMT

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Here is it: <http://uesclan.com/server.exe>

Server.dat Patcher

Subject: Re: Script question

Posted by [Kamuix](#) on Mon, 23 Jan 2006 14:17:43 GMT

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OMG Cat you've done it again. I love you so much Thanks.

Subject: Re: Script question

Posted by [bisen11](#) on Mon, 23 Jan 2006 17:37:06 GMT

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The main thing i thought would be cool in my map is if i have a defense command. Where all the base defences are invincible and don't die until you kill that building.
