
Subject: What scripts

Posted by [Gen_Blacky](#) on Sun, 25 Mar 2007 02:17:06 GMT

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What scripts do you use to make game end if you destroy an object and then what ever side destroyed the object wins.

Subject: Re: What scripts

Posted by [Jerad2142](#) on Sun, 25 Mar 2007 03:55:23 GMT

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JFW_Custom_Destroy_Building, you must use it to destroy all enemy buildings.

Subject: Re: What scripts

Posted by [Gen_Blacky](#) on Sun, 25 Mar 2007 17:00:52 GMT

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thanks

Subject: Re: What scripts

Posted by [Gen_Blacky](#) on Mon, 26 Mar 2007 02:48:06 GMT

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there are no buildings on this map so how do i end game when i destroy a vec or a certain object

Subject: Re: What scripts

Posted by [Jerad2142](#) on Mon, 26 Mar 2007 02:48:57 GMT

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Put a building controller on the map and destroy it.

Subject: Re: What scripts

Posted by [Gen_Blacky](#) on Mon, 26 Mar 2007 17:42:30 GMT

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can i link a building controller to a vec

Subject: Re: What scripts

Posted by [Zion](#) on Mon, 26 Mar 2007 17:56:58 GMT

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Add that script to the vehicle instead. When it dies kill the building.

Subject: Re: What scripts

Posted by [Gen_Blacky](#) on Mon, 26 Mar 2007 18:46:53 GMT

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do i just put the id of the building controller for JFW_Custom_Destroy_Building because it didnt work ?

Subject: Re: What scripts

Posted by [Jerad2142](#) on Mon, 26 Mar 2007 22:55:07 GMT

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It has to receive a custom when the building is destroyed.

There must also be a script attached to the building controller to destroy it when the custom is received.
