
Subject: Serverside Q's

Posted by [Sn1per74*](#) on Fri, 15 Jun 2007 14:20:36 GMT

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3 Questions:

1. How do I destroy a building on startup?
 2. How can I make an objective? Such as when you kill the barracks Nod wins, but if Nod doesn't destroy the barracks GDI wins.
 3. Make a vehicle using poke.
-

Subject: Re: Serverside Q's

Posted by [Zion](#) on Fri, 15 Jun 2007 15:05:37 GMT

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3. JFW_Poke_Grant or something like that. Take a look around granting and poke scripts and choose one that's named best.
-

Subject: Re: Serverside Q's

Posted by [Rev](#) on Fri, 15 Jun 2007 15:14:16 GMT

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Poking a vehicle does not work to well.

Subject: Re: Serverside Q's

Posted by [Canadacdn](#) on Fri, 15 Jun 2007 15:25:54 GMT

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Sn1per74(2) wrote on Fri, 15 June 2007 09:20:3 Questions:

1. How do I destroy a building on startup?
2. How can I make an objective? Such as when you kill the barracks Nod wins, but if Nod doesn't destroy the barracks GDI wins.
3. Make a vehicle using poke.

1. Delete it?

2. Use a custom to kill all the GDI buildings and end the game if the GDI barracks is killed.

3. Preset_Buy_Poke or something like that.

Subject: Re: Serverside Q's

Posted by [Sn1per74*](#) on Fri, 15 Jun 2007 15:28:12 GMT

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What's a custom? And what about if the time runs out and the barracks isn't killed, I want NOD to win.
